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November 1989
An IDG Communications Publication

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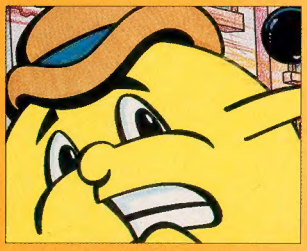

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GAMEPRO. A Cut Above the Rest!

By the GamePros

Welcome to the new GamePro! "What's different," you ask?? It looks like the same hot ProViews, the same latest and greatest tips and tactics, and all the rest of the GamePro features you've come to rely on. You're right! Everything that makes GamePro, as our readers tell us, "rad", "fresh" and "totally cool," is here to stay. What's different is, you're going to get all of this great stuff once a month. Yes, as promised, GamePro is coming at you monthly from now on. After all, you wanted it, you've got it!

But before you start running out to your mailbox to watch for your December GamePro, check out this issue. You'll find a ton of hot ProViews on new games for Nintendo, Sega, Atari, TurboGrafx and Sega Genesis. You'll also find our first GameBoy ProView. You won't want to miss this great map of Super MarioLand! If you're one of the zillions of us who have never completed Gauntlet, head straight for the ProClassic. You'll find Gauntlet secrets that will let you finish this great title once and for all! When you flip to GamePro, you'll find our favorite hero has gotten himself stuck inside of Blaster Master. In his continuing battle against the evil darklings he's going to teach us all some hot game tips. And don't miss the Short ProShots–a quick look at some of the great new games that are just around the corner.

But before you flip the page we need your advice! Here's the scenario. You hear about a great game from your friends, the stores and the magazines. You run out and spend your hard earned cash. You take the game home, rip open the box, play it, and discover you hate it! None of us can afford to spend money on games that are a big disappointment. Our problem–how to best provide you with game information that lets you choose the right games for you. We're working on a game ratings system that will tell you what we think. But after all, we're not entirely objective. Some of us love shoot-em-up's. Some of us love role-playing games. Some of us are into arcade classics. Lots of times we don't agree on how good a particular game is. So, we need your help! We'll rate the games based on what we think. But, we need your ideas about how to get you involved in the ratings process. After all, you are the GamePros and your opinion counts the most. Drop us a line and tell us your ideas on how to get GamePros everywhere involved in rating the games. After all, as we always say, this is your magazine!

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Back Issues

I was very impressed with your magazine! I think it's the best video game magazine around!

I thought it would be an excellent idea if you at GamePro would add a special Back Issue feature to the magazine so readers can order issues they may have missed.

I enjoy the nice, super clear, glossy screenshots you use for GamePro, and I especially liked your ProArt section of the magazine. It's always fun to see video games translated into art!

There's so much else I like about this magazine that I wouldn't know where to begin the compliments! I'm really looking forward to future issues of GamePro!!

D.V.K.,Tucson, Arizona

Back copies of some issues of GamePro are available. To find out more information about back copies call our Customer Service number (1-800-289-0644). But just to let you know, no back copies of the Premiere issue of GamePro are currently available. If there is enough demand we may eventually reprint the Premiere, but for now we suggest you find a friend with one and try to buy it! And by the way, make sure you check out the winning entries from the latest ProArt contest! - Ed.

Reader Survey

Absolute finesse! This magazine really has it together–ProViews, tips, and very importantly, equal coverage of each system presented. No more of this overpublicized talk about "our game system is the best." That's not necessary because different people have different opinions–some like Sega, some like Nintendo, or both. Thank you for realizing this.

I solidly consider all the other game players' magazines irrelevant due to the fact I don't need to go out and buy three or four other magazines when all of what a game player demands is right here in GamePro! Keep it up!

I do have one suggestion. You should provide a reader's poll for a person's favorite section–so then you will know what to expand on in later issues.

Mike McPherson, Fremont, CA

As many of you know, we did include a Reader's Survey in the September/October issue of GamePro. Thanks for the tremendous response! The results are currently being tabulated and the information is very helpful to us. We'll announce the prize winners in the next issue of GamePro. In the meantime, as always, we invite your comments and suggestions on the different sections of the magazine. Your input is always important. - Ed.

Game Things

Your magazine is fantastic!! I love your ProViews, Hot at the Arcades, S.W.A.T. (cool name), Industry Profile, The Cutting Edge, and most of all, OverSeas ProSpects.

The reason I am writing this to you is that you wanted suggestions to improve your magazine. Well, here are some of my suggestions:

- You should have a section telling what new games in the future are coming out, so we can get excited and spread rumors.
- You should also have a top 10 hot games column, so we know what games to buy now or in the future.
- Your ProViews should have a rating from one to five stars from the person who reviewed it.

That's about it!! Over all it's just great. Keep up the good work.

Steven Chan, Astoria, NY

Due to popular demand Short ProShots are back! This section will include a sneak peek at hot new games that are due for release soon. We hope this provides plenty of good fuel for lots of rumors! As to ratings, please read the Letter from the GamePros! - Ed.

So, Tell Us What You Think.

This is your magazine. Let us know what you would like to see in it. Here's your chance to design the kind of magazine you've always wanted. Send your suggestions to:

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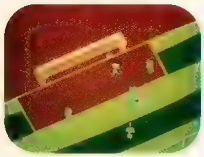

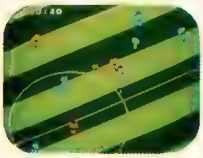

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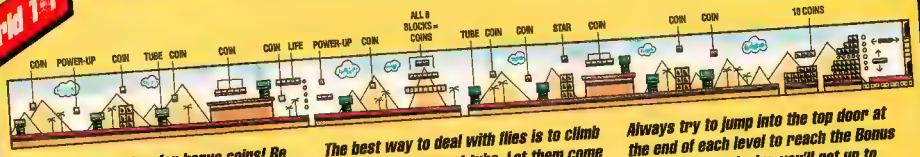
The Cutting Edge

GAMEBOY

SUPER MARIO LAND

World 1-1



Head down all tubes for bonus coins! Be careful in later levels–it may require some strategy and fancy jumping to get back out of the tube.

The best way to deal with flies is to climb on top of the nearest tube. Let them come to you. When they touch you it'll be the same as if you jumped on top of them. 400 points for doing nothing!

Always try to jump into the top door at the end of each level to reach the Bonus Stage. If you're lucky, you'll get up to three extra lives.

World 1-2

Arrow-dropping flies are no problem. Just run under or jump over them right after they release their arrow. You're past them before they can reload.

Take your time with the moving blocks. Watch the pattern a couple of times before you try to leap on them.

World 1-3

At the far left in the beginning of the game, is a secret elevator that takes you to the upper level where you recieve bonus coins and can easily cross over the obstacles below. Just jump under the block to make it appear and then jump on top of the elevator for a ride to the top.

Watch for falling bricks. Run to the far left of the screen each time you see them falling.

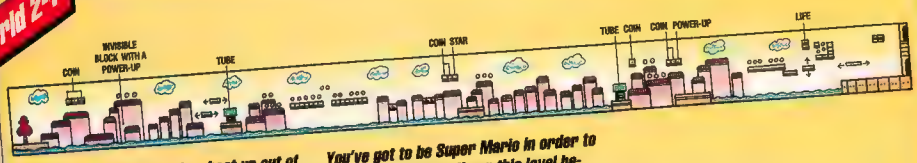
There are two ways to defeat the Boss: 1) Avoid his fireballs and hit him wth five superballs. 2) If you don't have the superball feature, run at the Boss at top speed as soon as you reach the bridge and jump over him.

By Gideon

Super Mario fans rejoice! Mario is back in a new adventure in this gamepak for Nintendo's portable GameBoy unit. Once again, Mario must traverse deserts, climb underground passages, dive underwater and fly through the skies as he tries to rescue the kidnapped Princess Daisy. He'll also face a whole bunch of new villains, including spiders, man-eating fish, and the evil Tatanga who flies around in a rocket-firing submarine. There are four new worlds, with three levels per world, and an evil Boss at the end of each world! At the end of Worlds 2 and 4 Mario climbs into a torpedo-firing submarine and missile-flying airplane for some shoot-em-up action as he tries to defeat the evil Bosses. There's also a Bonus Game feature at the end of each level that lets you gain up to three extra lives!

But enough talk...here are the maps for all the levels of the first two worlds. They'll help you take advantage of all of the secret elements in the game! We've also included some special strategies and tips that helped us along the way. Don't worry if you get stuck! We'll be printing the complete maps of the final two worlds, and all of their secrets, in our next issue! Good Luck!!

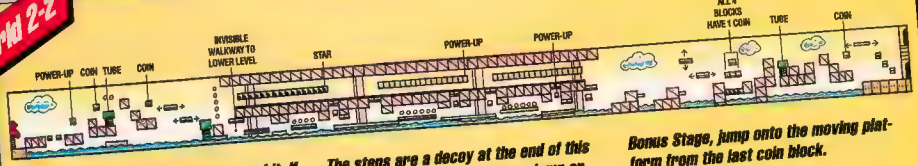
World 2-1



Watch for seahorses who shoot up out of nowhere with fireballs. Jump over or on top of them.

You've got to be Super Mario in order to release the Power-Up on this level because you've got to smash the block beneath it.

World 2-2

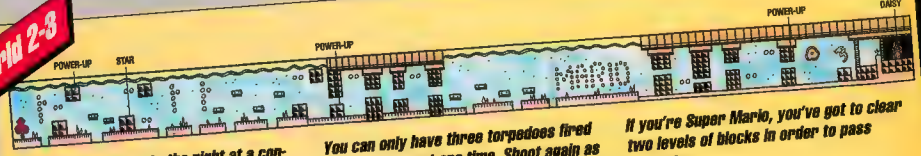


Defeat the robot by jumping on top of it. If it's separated, you'll have to jump on both parts or it will come back to get you again!

The steps are a decoy at the end of this level. You'll fall as soon as you jump on them. To get to the top door and the

Bonus Stage, jump onto the moving platform from the last coin block.

World 2-3



The screen scrolls to the right at a constant pace independent of your actions. Stay in the middle of the screen or you'll be pushed right off the screen!

You can only have three torpedoes fired on the screen at one time. Shoot again as soon as one hits an enemy or goes off the screen.

The octopus just floats and does not come after you.

If you're Super Mario, you've got to clear two levels of blocks in order to pass through.

This Boss requires 20 hits in order to destroy it. Avoid the floating orb at all cost.

Hot at the Arcades

[illegible] we [illegible] ops. If enough of you [illegible] the same game we'll [illegible] the Arcades. In the [illegible] more ga[illegible] [illegible] quar[illegible] [illegible] when

[illegible] make [illegible] We're [illegible] you like the same games we like. For a change how about you writing in and telling us your favorite coin-

Bottom of the Ninth (Konami)

Here comes another hot sports game from Konami—loaded with fast-paced baseball action. Play against the computer and view the outfield from home plate while you're at the computer's pitcher. Hop the button to increase your batter's speed as you cover the game and you'll get a slow motion instant replay. Take control of outfielders and pitchers. Use the joystick to throw a variety of pitches—from sliders, to screw balls to the overhand curve. Position your outfielders under fly balls for easy outs. Play against a friend and the screen splits into two separate pitching and batting views.

Golden Axe (Sega)

Head into heavy battle and swoon swinging action. Choose one of three different fighters to control and start your journey through nine danger-filled stages. Take on club-swinging shadow men, sword-carrying skeletons, and other evil creatures. Fight through towns and villages on the ground and on the backs of giant creatures like swim-ming turtles and flying eagles. Find monsters that ride on fire-breathing dragons and tail-swinging birds so you can ride them yourself. Hit the levels and collect potions that add to your magic powers to ca[illegible] against all your enemies.

PROTIP: Attack enemies from the side and time your swings to hit them first.

Sly Spy (Data East)

The Council for World Domination is threatening to detonate a nuclear missile unless their demands are met. Your mission, as Sly Spy, is to recover the missile by any means possible. Eliminate enemies with your gun and martial arts skills. Dive from a plane and face shoot-ing parachute fighters. Once on land, take on charging terrorists and vicious dogs. Destroy these and other ground targets and pick up extra bullets, life points and time. Jump on an armed motorcy-cle that can jump over and duck under bullets and bombs. Now, put on an aqua suit to swim in shark-infested waters. Through these and other levels meet up with super agents that attack with their own special weapons. Grab all the pieces of a machine or golden gun and you'll have plenty of fire power to save the world.

PHOTOS: [illegible]NBERG
ARCADES: [illegible]DDINS C[illegible]

PRO Classics

By the Pro, A.J.F.

The Story

Get ready to enter non. The dungeons of terror! Your quest: to find and return the sacred orb from the dark depths of the Gauntlet.

Be prepared, adventurer, this is no easy quest! The dungeons are littered with hordes of Morak's evil henchmen–death, demons, sorcerers and ghosts, to name a few that hinder your progress every step of the way.

Choose your favorite character at the beginning of the journey. Become Thor, the warrior known for his mighty strength; Thyra, the valkyrie, known for her thick armor; Merlin, the wizard of powerful magic; and Questor, the elf of super speed.

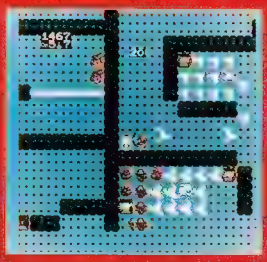
Descend into the dungeons and find your way through the almost never-ending mazes, searching for the true exit to the next level. Along the way, find keys, bombs, treasures, magical weapons and other items to help your quest. Beware of the many traps, poison potions, stun tiles and room-repeating exits that complicate your journey.

To finish this game you'll need to find all five of the extra abilities. You'll also need to reach room 100 by finding all the clues hidden in the eight clue rooms.

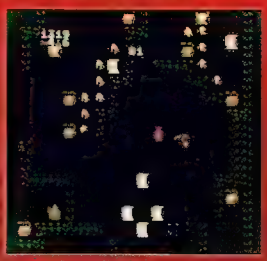
Extra Ability Potions

To find the extra ability potions, search the following rooms:

	Rooms
Extra Armor	15, 26, 85
Extra Magic	16, 35, 50
Extra Shot Power	12, 20, 48
Extra Speed	37, 75
Extra Fight Power	22, 53, 66



Extra shot power in Room 22.



Extra armor in Room 26.

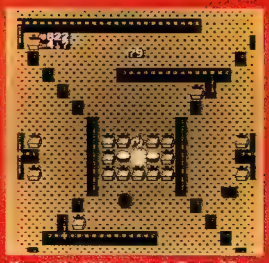
PROTIP: If you don't see the extra abilities in plain sight, shoot all of the walls in the maze until you find them.

Clue Rooms

If you're having trouble with the clue rooms, follow these instructions carefully and you should have it made!

Clue Room 16

To reach this room, first set off all three of the traps in Room 15.

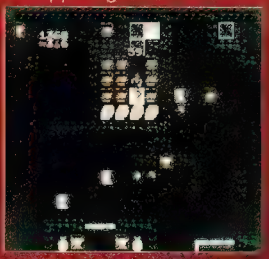


Here's the hidden trap in Room 16.

Then take the exit in the upper right-hand corner of the room. Now you're in Room 16. First, open the closed treasure chest to the left of the exit, and then open the treasure chest to the left of the clue. This sets off the traps inside. Next, find the place in the maze where many treasures surround a block of wall. Shoot this block of wall and it turns into a trap; set off this trap. Now you're ready to grab the clue and go to the next exit!

Clue Room 26

To get to Room 26 take the exit in the upper right-hand corner of



Here's the clue in Room 26.

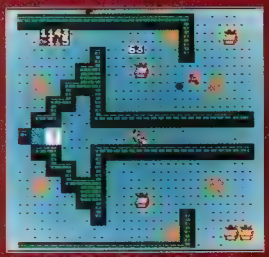
Room 25. In Room 26, go to the top of the maze and enter the transporter, while holding the Controller pointing down. You'll find yourself in a section of the maze with a few treasure chests. The closed chest has the clue! Next, head for the exit above you.

GAUNTLET®

Shoot this hidden destructable wall to get to the correct transporter in Room 43.

Clue Room 46

Get to Room 46 by taking the exit in the middle of Room 43. In

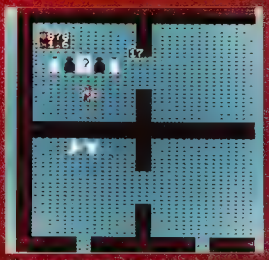


Here's the clue in Room 46.

Room 46 you'll discover that the walls are in the shape of a giant arrow in the middle of the screen. Go first to the tail of the arrow and shoot the destructable walls to enter. The clue is in the closest treasure chest at the tip of the arrow. Take the exit on the left side of the screen.

Clue Room 54

Head for the exit in the lower right-hand corner of Room 51.

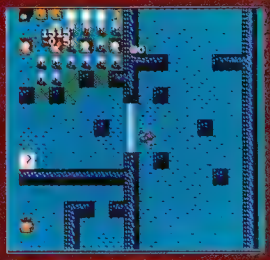


Here's the clue in Room 54.

Next, take the exit on top of Room 53. In Room 54 you'll find the clue in the upper left-hand corner of the maze. You'll need a good supply of keys to make it through this maze!

Clue Room 66

In Room 65 take the first exit near the bottom of the screen—the one with the two foods next to it! In



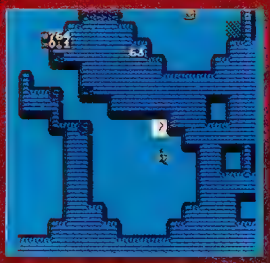
Here's the clue in Room 66.

Room 66 take the first door to your left to find the clue. Once you've grabbed the clue, head to the exit at the top of the maze to get to Treasure Room 67.

Continued on Page 20

Clue Room 70

In Room 70 shoot diagonally through the destructable wall to the lower right-hand corner room of the maze. Walk to the top of this little room until you hit an invisible space. Shoot at this little space



Here's the clue in Room 70.

and the clue appears! You can't get out of this maze until you set off all the traps, including the invisible trap in the upper right-hand corner. You've got to shoot this trap to make it appear!

Clue Room 81

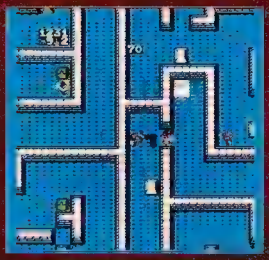
In Room 81 go straight up through the destructable wall; take a left

Here's the clue and the hidden invisible wall in Room 81.

and go down. You'll find two closed treasure chests. The one on the left has the clue. Next, go to either the upper-left or upper right-hand corner of the maze, and shoot all the walls beneath you until you find the point in the wall that disappears when you shoot it. The remaining three closed treasure chests contain traps. Set these off and the remaining wall disappears and you're free to head for the exit at the bottom of the screen.

Clue Room 90

To enter Room 90 first open the closed treasure chest at the bottom left-hand corner of Room 89. In Room 90 you'll find the clue in a closed treasure chest near the upper right-hand corner at the end of a long corridor. To get into the exit, go to the part of the maze



Moveable wall in Room 89.

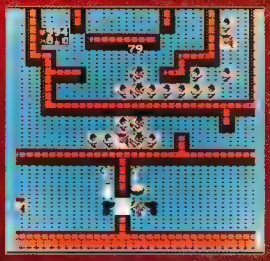
where the moveable wall is found. Shoot the entire wall to the right of the moveable wall until you find the point that causes the wall to disappear. Go through this opening to head for the exit.

Short-Cuts!

Gauntlet also has a Password Feature that lets you continue in the room after each treasure room -up to Room 79 maximum! From Room 79 on, the game gets a lot more difficult and the enemies get much meaner. But don't give up! There are a couple of short-cuts.

Room 79 to Room 83

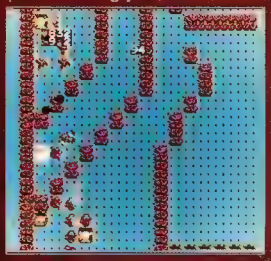
At the bottom of Room 79 head for the vertical wall that has a key and a bomb next to it. Next, shoot near the center of this wall and an exit appears. This exit takes you to Treasure Room 83.



The hidden exit in Room 79.

Room 94 to Room 99

Another hidden exit you don't want to miss is in Room 94. Find this exit behind a block of wall, located on the left middle border of the screen. This block of wall sticks out above a demon generator. Shoot this wall and an exit appears, taking you to Room 99.



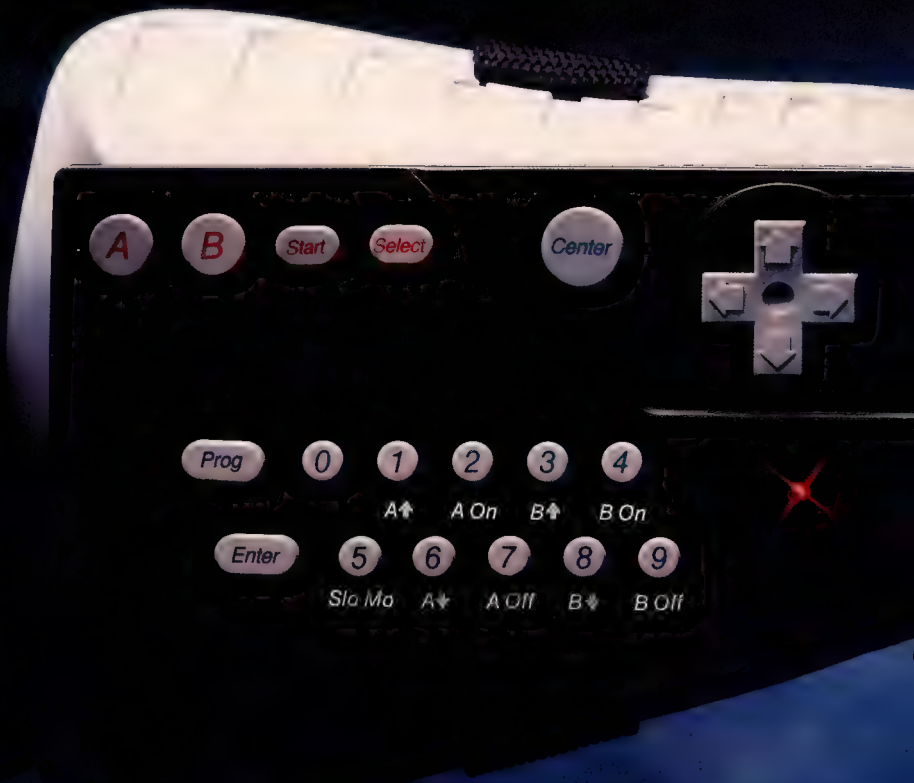
The hidden exit in Room 94.

Room 100

In Room 100 you'll meet the Three-Headed Fire-Breathing Dragon. It'll take quite a few shots to each of his heads to destroy this final villain. But beat him and you're through the Gauntlet. Good Luck!!

Gauntlet makes the grade. It's a true ProClassic–a challenging game that provides endless entertainment for the novice or advanced player. Combined with its great music and graphics, it's a game that's already become a legend in its own time.

CHILD'S PLAY.



POWER

The Power Glove.™ You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You're in the action.

As soon as you put on the Power Glove, its 3-D sensors track the position of your hand in space. You enter the program code. Calibrate the glove. Center it. And feel the mechanical moves of a joystick give way to free-flowing, instant response. You actually knock out Mike Tyson. Grab the steering wheel of Rad Racer.™ Bank and fire your P-38 in 1943™ The Battle of Midway. All simply by moving your hand.

The Power Glove has a unique programmable keypad that gives the best

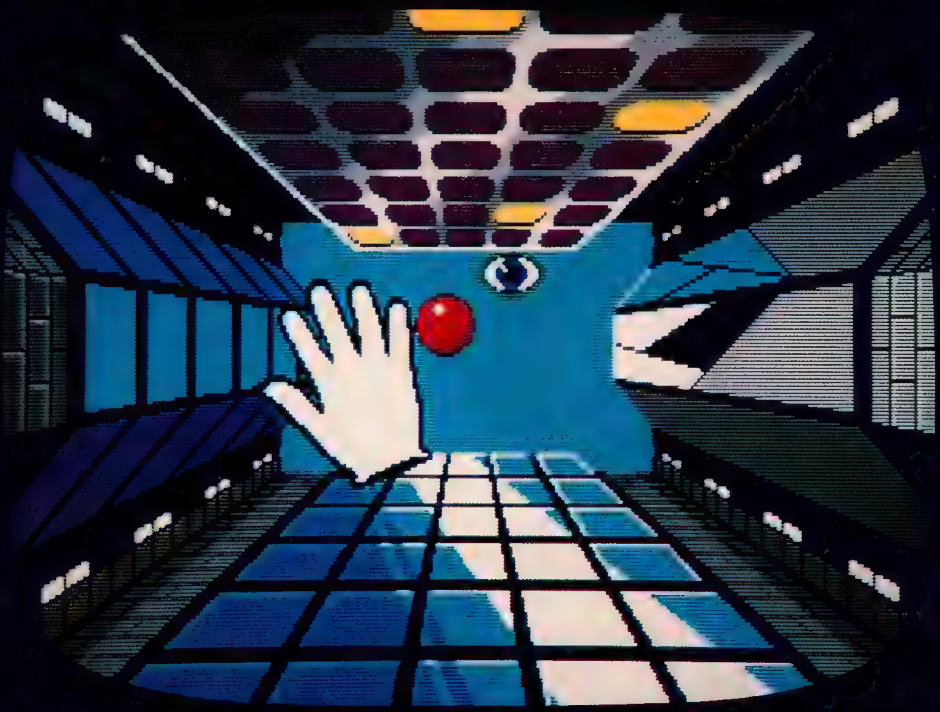
POWER GLOVE

PLAY.

NES™ players moves they've never had before—and never will have with a joystick. Twist your wrist for an immediate head butt in Double Dragon. Bend a finger for "Thrash Mode"—your character turns and shoots in all possible directions. Bend another for "One-Shot Turnaround": you automatically change direction and fire faster than you ever could with a joystick.

With new moves at your disposal, it makes your joystick games especially vertical scroll games, new. Different. More exciting.

And that's only the beginning.



FUTURE PLAY.

With games specifically designed for the Power Glove, you'll be blown into another dimension: the third dimension.

In the '80's, all video game play occurred in two dimensions: up, down; left, right. Starting in the summer of 1990, software designed for the Power Glove adds the third dimension—depth—so that you're playing in a "virtual reality." It's the future of video games. Years ahead of schedule. Look at Super Glove Ball. The hand on the screen is your hand. Its thumb and fingers move instantly, exactly as you command. You strike the ball. Catch it. Throw it. And experience NES™ like never before.

So put on the Power Glove and put on the power of the future.

The Power Glove. Everything else is child's play.

MATTEL POWER GLOVE™

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

Look for the Power Glove in the Universal film THE WIZARD.

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STEREO SIMULATOR

Joycard SANSUI SSS™

with RAPID-SHOOTER
Max 15 shots/sec.

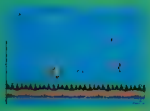
Another Dimension in Nintendo Fun

STEREO SIMULATOR SYSTEM

Hudson's Joycard Sansui SSS™ has Repeat Rapid-Fire function which shoots up to 15 shots/sec. and Stereo Simulator System which provides you a sensational sound shifting effects..

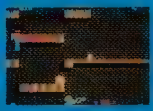
ADVENTURE ISLAND™

Princess Leilani was kidnapped and taken to Adventure Island in the South Pacific. The island is thick with tropical forest, caves, ocean and mountains. Many dangerous demons and creatures are waiting for you. Are you up for the challenge?! Can you live through Adventure Island to save Princess Leilani?



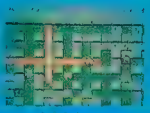
Milon's Secret Castle

If you think you have played the hardest of all video games, try this one. Each level has a different challenge; the higher the level, the tougher the challenge! Can you beat the monsters?! How many coins can you collect?! Are you ready for the challenge of your game playing career? This is it!!!



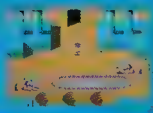
BOMBERMAN™

Bomberman has been put to work in an underground compound at the center of the Earth. One day he learned that he can become a human by escaping from the center of the Earth and make it to the surface. He can only rely on bombs of his own production for his defense. Will Bomberman ever make it to the surface?



ADVENTURES OF DinoRiki™

In pre-historic times, where ancient dinosaur creatures ruled, the adventures of Dino-Riki began. A courageous young man, Dino-Riki is determined to establish mankind's future in this violent age. Dino-Riki must fight his way through lotus swamps, dark caverns, deep canyons, deserts and giant dinosaur bosses.



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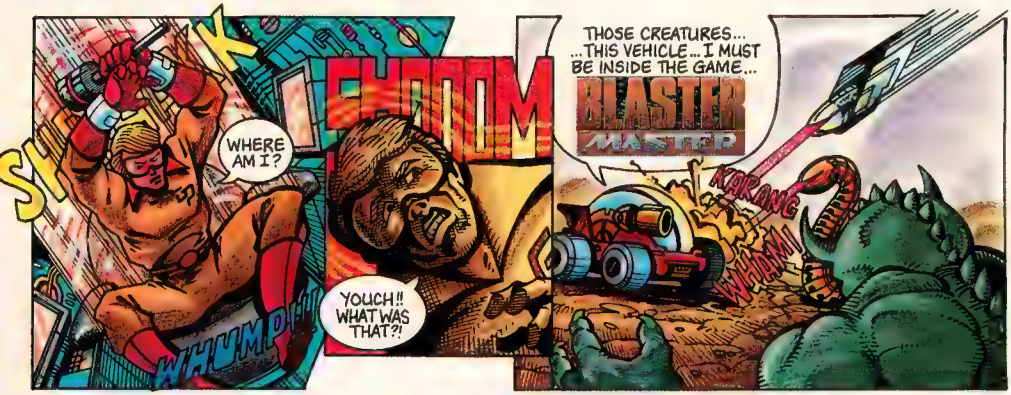
The Adventures of GAMEPRO

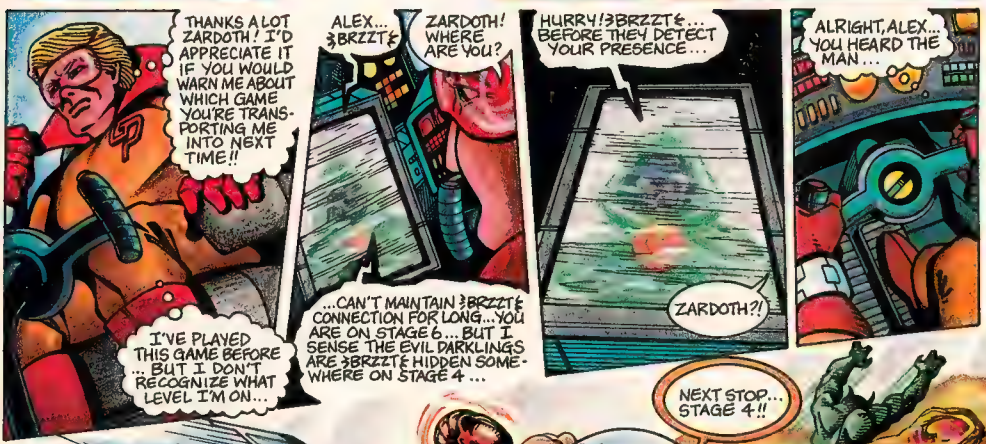
Chapter 3: BLASTER MASTER!

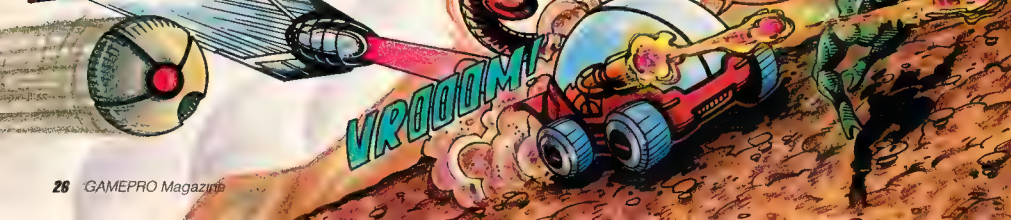
FRANCIS MAO • MICHAEL KAVISH
WRITER/ARTIST • ART DIRECTOR

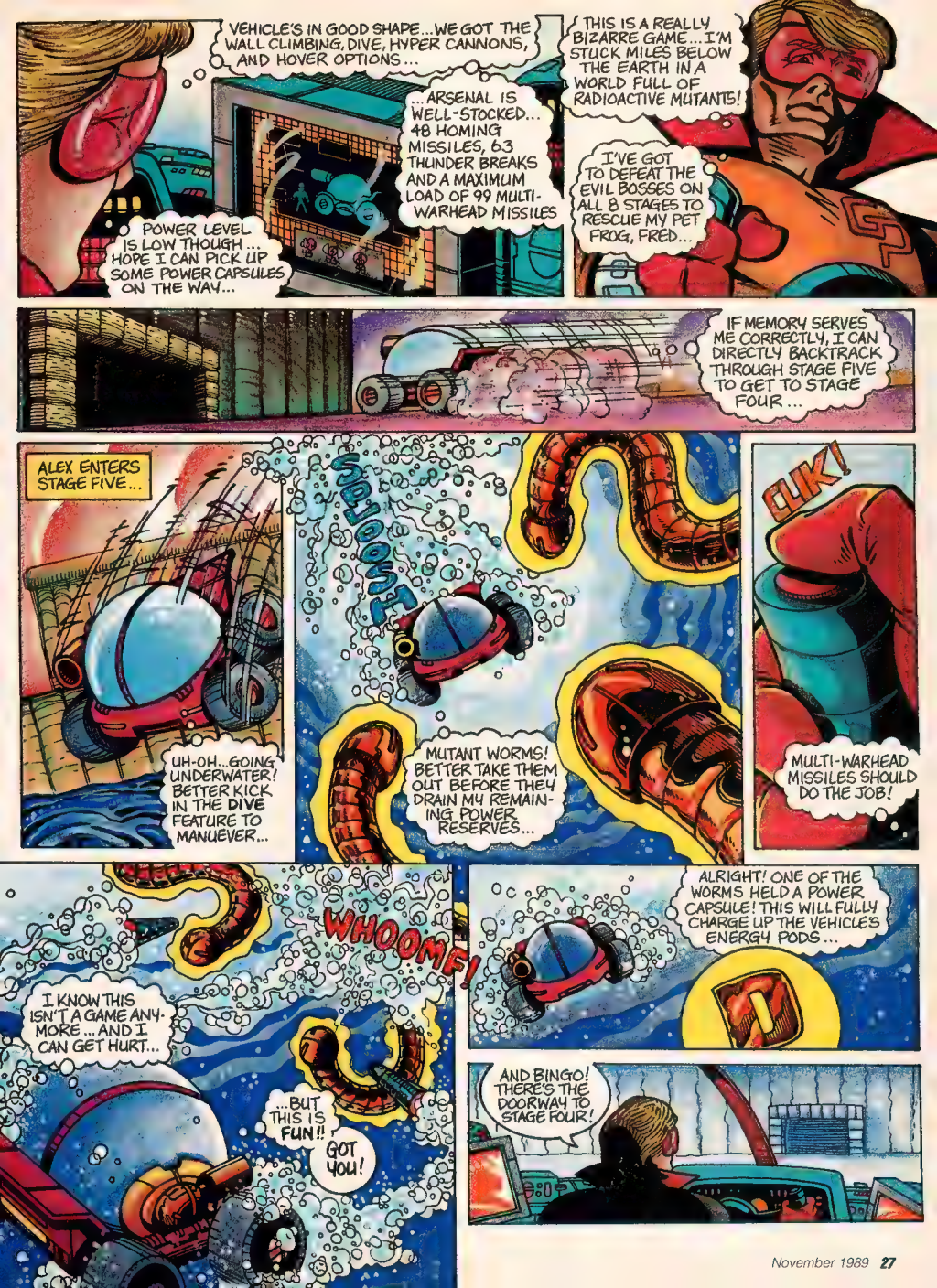
Previously:

Alex West, a computer hacker and video games fanatic, has been suddenly transported off Earth and into the Video Dimension by the wizard Zardoth. The Video Dimension exists parallel to Earth on a separate electromagnetic plane, and is linked to Earth via all of Earth's electrically oriented mechanisms—such as computers and video games. But, in this dimension, the worlds and elements of video games are a reality!! Zardoth seeks Alex's exceptional video gaming skills to help defeat the menace of the Evil Darklings—a cruel shape-changing race that has overwhelmed the Video Dimension and seeks to launch a secret invasion of Earth by way of the electronic transdimensional bridge created when people play video games. The Evil Darklings influence has trapped Alex in this dimension, and the only way for him to return to Earth is to physically enter various video games, and seek out and destroy all of the Evil Darklings hidden within. To aid Alex's mission, Zardoth has magically bestowed upon Alex the costume and powers of GAMEPRO—the ultimate video gaming champion!








VEHICLE'S IN GOOD SHAPE...WE GOT THE WALL CLIMBING, DIVE, HYPER CANNONS, AND HOVER OPTIONS...
...ARSENAL IS WELL-STOCKED... 48 HOMING MISSILES, 63 THUNDER BREAKS AND A MAXIMUM LOAD OF 99 MULTI-WARHEAD MISSILES
POWER LEVEL IS LOW THOUGH... HOPE I CAN PICK UP SOME POWER CAPSULES ON THE WAY...
THIS IS A REALLY BIZARRE GAME... I'M STUCK MILES BELOW THE EARTH IN A WORLD FULL OF RADIOACTIVE MUTANTS!
I'VE GOT TO DEFEAT THE EVIL BOSSES ON ALL 8 STAGES TO RESCUE MY PET FROG, FRED...
IF MEMORY SERVES ME CORRECTLY, I CAN DIRECTLY BACKTRACK THROUGH STAGE FIVE TO GET TO STAGE FOUR...
ALEX ENTERS STAGE FIVE...
UH-OH...GOING UNDERWATER! BETTER KICK IN THE DIVE FEATURE TO MANUEVER...
SPLOOSH!
MUTANT WORMS! BETTER TAKE THEM OUT BEFORE THEY DRAIN MY REMAINING POWER RESERVES...
CLIK!
MULTI-WARHEAD MISSILES SHOULD DO THE JOB!
WHOOMF!
I KNOW THIS ISN'T A GAME ANYMORE... AND I CAN GET HURT...
...BUT THIS IS FUN!!
GOT YOU!
ALRIGHT! ONE OF THE WORMS HELD A POWER CAPSULE! THIS WILL FULLY CHARGE UP THE VEHICLE'S ENERGY PODS...
AND BINGO! THERE'S THE DOORWAY TO STAGE FOUR!

OK, I'M IN STAGE FOUR... BUT HOW CAN I FIND THE EVIL DARKLING? IT CAN BE ANYWHERE...!
WHAT'S THIS? THE ION STAFF... IT'S ACTING ON IT'S OWN!
IT MUST BE AUTOMATICALLY TRACKING THE EVIL DARKLING PRESENCE...LIKE A HOMING BEACON
GAMEPRO FOLLOWS THE ION STAFF TO THE BASE OF A SHEER CLIFF...
NORMALLY, I'D HAVE TO CLIMB THE LADDER, BUT THE WALL CLIMBING FEATURE MAKES THINGS A LOT EASIER...
AT THE TOP OF THE CLIFF
END OF THE RIDE... HAVE TO GO ON FOOT FROM HERE ON IN...
THIS IS SO WEIRD... I FEEL SO VULNERABLE OUTSIDE THE VEHICLE...
ION STAFF POINTS UP... GUESS THAT'S WHERE I'M GOING...!
KOING KOING KOING
HUH?
WOW...
IT'S THE MUTANT BOSS!
YOW! STINGING TONGUE!
GOTTA REMEMBER THE BOSS CAN'T MOVE WHILE IT'S TONGUE IS EXTENDED... JUST STAY LEFT OF THE TONGUE AND FIRE...!
SHKOW!

AS THE SMOKE CLEARS...
WHAT'S THAT!? THAT'S NOT PART OF THIS GAME!
IT'S FREEZING IN THERE! IT'S SO DARK... I CAN'T SEE TWO FEET AHEAD OF ME...!
THIS ISN'T A PART OF BLASTER MASTER!
WHAT ARE THESE THINGS?
THOSE IMAGES... THEY'RE OF PEOPLE ON EARTH... THEY SEEM TO BE PLAYING ... VIDEO GAMES?!
WAIT! THAT'S SCOTT AND KELLY FROM WORK! THEY'RE EVEN BIGGER VIDEO GAMES FANS THAN I AM...
WHAT ARE THEY DOING HERE!?
BUT, THEY DON'T LOOK TOO GOOD... RATHER ILL... ALMOST AS IF THEY'RE BEING ...HYPNOTIZED?
OOWP
AARGH!
THIS IS DEFINITELY NOT A GAME ANYMORE...!!
TO BE CONTINUED!

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Challenge. Speed through labyrinthine caverns and subterranean springs!

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Challenge. Disarm the Doomsday Device that looms over Demonhead!

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By Gary Barth

River City used to be a nice place to live. Now it's not even a nice place to visit. Run by the notorious "Slick" and his gangs of students and evil bosses, it's a city held captive by fear. You are Ryan, a River City street fighter with a score to settle. After reading a letter from Slick you learn that he's kidnapped your girlfriend, Cyndi. If his demands aren't met, Cyndi is history. Your task in this new title from American Technos: set out across town with your friend, Alex, to rescue Cyndi!

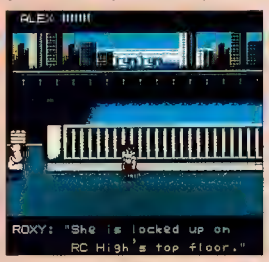
River City features the same great action found in Double Dragon (also created by American Technos) combined with a role-playing twist. You and your street-fighting buddy (River City Ransom has two-player simultaneous play) take on numerous baddies and thugs in flat out battles before you reach Cyndi. Each thug you kill earns you extra money for weapons, tricks and health points. As you move through this game you build your character's strength and skill through careful strategy. There's no set pattern–through ingenuity you create new characters and even brand new tricks!

As they say, "When the going gets tough, the tough go shopping." This is important to remember in River City Ransom because street toughs can shop all they want. You'll never run out of things to buy. Look for the four malls filled with drug stores, shoe shops, restaurants and other places to spend your hard-earned cash. The restaurants come in especially handy when you're down on health. Hey, you can even store food for later use in the game when a mall is nowhere in sight. Careful shopping insures that you'll have the reserves to outwit the thugs every time.

Grab snacks in a shop.

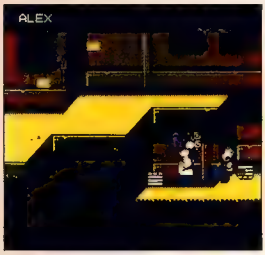
Getting across town isn't a walk in the park. Street gangs attack from every direction. Survive their countless assaults, only to face their leaders. It'll take every ounce of your strength and some real quick thinking to win against evil bosses like Blade and Turk.

Keep track of the things your opponents tell you. This valuable information helps you on your quest. You'll find you need to go back and forth between levels to fight the various evil bosses. To beat many of the tougher enemies, you'll need special weapons.



People you meet will give you helpful clues.

River City Ransom includes three kinds of weapons. First, there are weapons you find on the street –like tires and crates. These come in handy, especially if you can grab them and throw them at enemies. Get tires rolling, jump on top, and you can run right over your enemy! Next are traditional gang weapons like chains and brass knuckles. Grab these from your enemies and use them yourself. Swing or throw them to your best advantage. Sometimes the best weapon is an enemy! After you've knocked him unconscious, pick him up and use

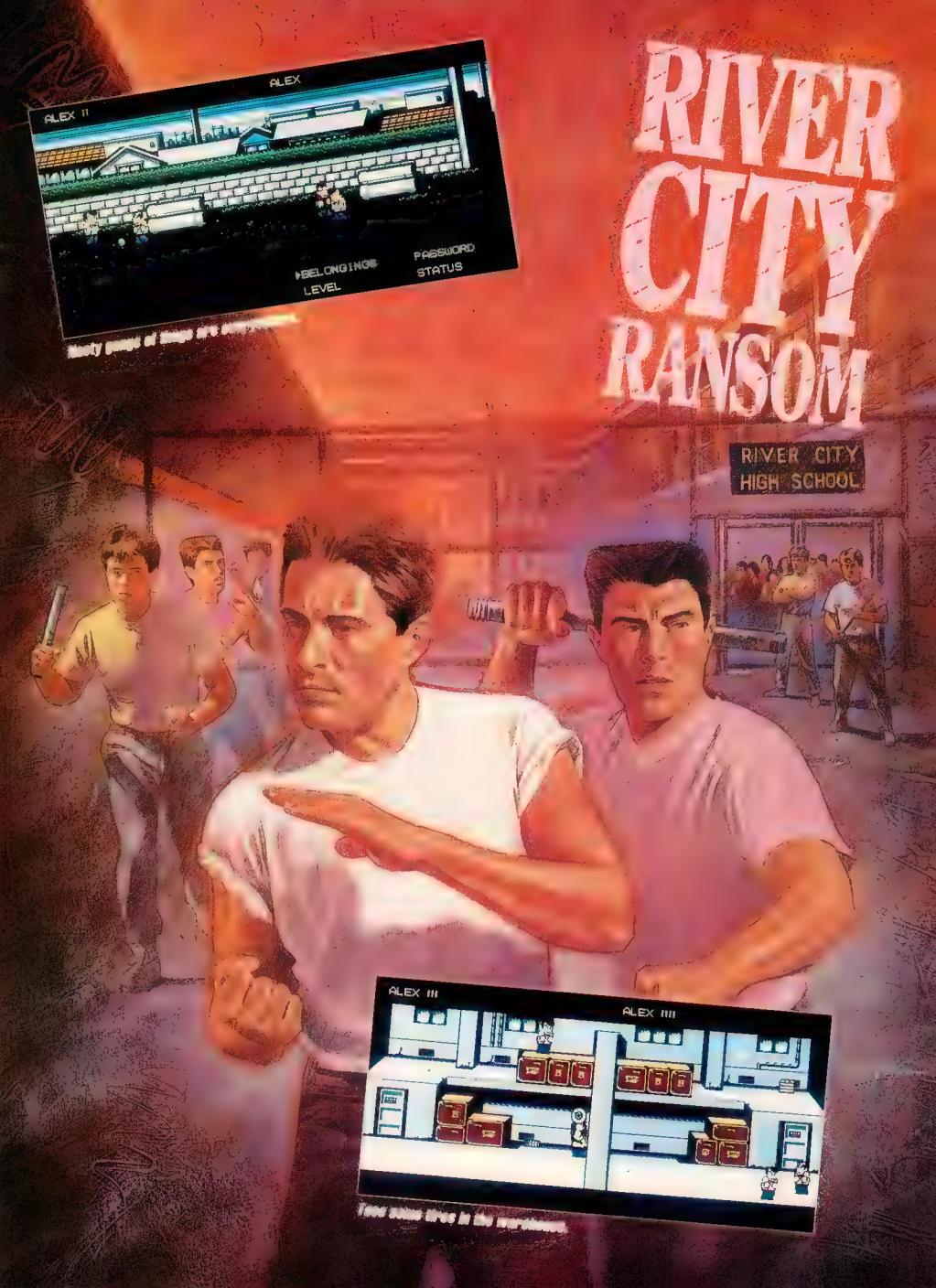


Toss one enemy at another.

him to hit another opponent. The final, and most devastating, of your weapons are found in the book stores. The Stone Hands, Dragon Feet, Fatal Steps and other tricks you buy are Karate Moves that let you defeat even the toughest bad guy. You'll definitely need the help of these moves to defeat Slick and rescue Cyndi.

Keep your wits about you, and maximize your skills, such as agility, defense, strength, stamina and will power. Remember, it's up to you to save your girl and rid the city of the terror that walks the streets. With your skill and experience as a street fighter, you just might be able to do it–so what's it gonna be?

RIVER CITY RANSOM



Ninety pounds of thugs are [illegible]

Time ticks away in the warehouse.

Casino Kid

By Gary Barth

Are you ready to be a high roller? Well then, head for this casino in your slick black tuxedo, sporting a bankroll of $500. Become the Casino Kid™ and take your chance at beating the odds. Along the way you'll pass row after row of one-armed bandits begging you to take a shot. But skill is your game, not luck. And you're about to test yours against some of the best dealers in the world.

Winning your title as the Casino Kid isn't easy. Sofel's first title for the American NES market combines all the fun of poker and blackjack with a puzzle-the Casino Maze.

The Casino Maze.

As you head into the maze don't plan on sauntering up to the first poker table you see. You've got 16 different blackjack and poker dealers to beat and you've got to beat them in a particular order. You can pick your favorite game-blackjack or poker-to start with. But as you check out the casino you'll discover that you're not going to get in on any games until you find just the right dealer. Your best bet: talk to all the waitresses, dealers, and other hotshot gamblers making their try for the title. Some just give you useless information, such as "I'm pretty," but others might give you some hot tips on the best table to take your chances on.

Get hot tips from other gamblers.

You start the game with just your $500 bankroll. Lose it and you're back at the beginning of the game. If you beat all 16 opponents–eight poker players and eight blackjack dealers–you'll have 1 million dollars in your pocket. At first you're pitted against dealers and players with lesser amounts of money and skill. Beat each one and then head back into the maze to find your next opponent. As you work your way up to the real pros, you'll find the stakes increase and the players are more savvy. It'll take a real poker face and a lot of luck to beat the top dealers and players.

Take them for all they've got and you're ready for the ultimate challenge–the Casino King. And he's not about to give up his title to some Kid!

Good luck Casino Kid!

Don't worry if you're a little fuzzy on the details of blackjack and poker. The manual goes over all the rules and terms used in the games. The poker of choice in this casino is Draw Poker–so check out the manual carefully and ante up!

PROTIP: The blackjack dealers are out to leave you penniless! Get too greedy too soon with your bets and you'll find yourself walking out the casino doors with empty pockets in no time at all. Play it conservative until you've got your bank roll fattened up!

Oh, and don't forget to use your password! There's no point in wasting a perfectly good lucky streak if your game is interrupted and you've got to come back later! So, if you're feeling lucky just slip your favorite rabbit's foot into your pocket and show them that you're the Casino Kid.

ILLUSTRATION: FRANCES MAO

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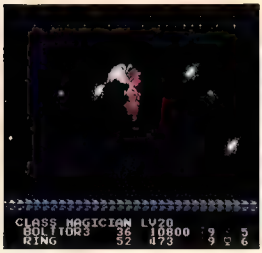
The Magic of Scheherazade

By The Stomper

It's usually great to be Isfa–but you're having a bad day! Your girlfriend was kidnapped, your memory is gone, and you don't even know when–let alone where–you are. Princess Scheherazade is missing, and it's no secret that the evil wiz Sabaron is the one who did it. To make things worse, Sabaron has let loose the demon of destruction, Gorgora, and the whole future of Arabia is in doubt.



Isfa.

But you CAN save the day (you knew that was coming, didn't you). Journey through the five chapters of this story as Isfa. Travel through time zones, cities, dungeons, mazes, and palaces. Ride magic carpets, find the time doors, relearn your magic spells, build up your experience, and enlist the aid of a small army of allies. Succeed and you're ready to defeat Sabaron. Sounds easy, doesn't it? Well...

As in all good role-playing games you start out pretty wimpy! No problem! With a lot of skill and a little luck you'll turn wimpy into wow! Be a warrior, saint, or magician, depending on whether you choose strength, weapons or magic as your strong suit. Before the game is over, you'll need to learn skill in all of these areas, but starting as a warrior makes sense. You'll meet a pretty endless supply

You'll run into all kinds of enemies outside of the towns.

of enemies once you set foot outside one of the many towns you'll encounter. Use the sword or the magic rod to defeat them and collect money and experience points. You'll need plenty of both.

PROTIP: Learning about the Rupia tree is a top priority. If you plant a Rupia seed in the past, then travel back to the future, you're in for a pretty pleasant surprise–something like winning the lottery. Of course, you'll have to plant the seed during the Alalart Solar Eclipse, but that's no problem.

As always, towns are important. Buy necessary items like bread (for restoring hit points) and mashroob (for restoring magic points), as well as other useful items.

Make sure to visit the towns.

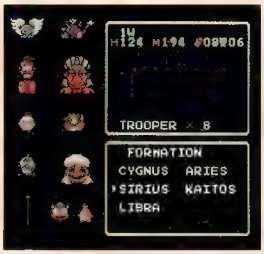
PROTIP: Bargain with shop keepers for good deals, but don't overdo it - they'll kick you out.

Some towns also have casinos, mosques (for getting passwords when you want to take a break from the game, change character class, or resurrect dead allies), and other special places. You can even hire troopers–your basic warrior types–to aid you in special battles.

Fight whole groups of enemies.

Outside the towns, you fight enemies one-on-one (or four or five-on-one in many cases). Every once in a while, you'll run up against powerful groups of enemies that can attack in magical formations. By combining their energies, they can unleash fearsome fire storms, earthquakes, or other random devastation on you and your party. Fortunately, as you gain allies you, too, can make formations.

PROTIP: The Libra formation–consisting of you, Gun Meca and Kebabu–works especially well against the Air Squad (Pandarm and Corsa), both by increasing your defense and letting you cast the extra powerful Moniburn spell (which turns them into fireworks) Poof! No more Air Squad.

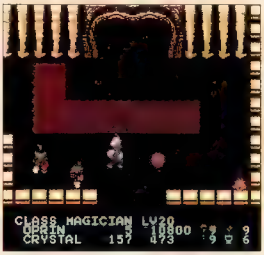


Learn to use all the magic formations.

Some of these encounters are simply more than you can handle. When in doubt, run!

At the end of each chapter you're up against a major demon, one of Sabaron's lieutenants. They're not too hard to defeat. Just make sure you have a password ready in case you blow it! On the other hand, defeating the demon Gorgora is a lot harder.

Along the way you'll need to solve a few tricky puzzles. Read your manual carefully. It's got more than enough hints to guide you through this and almost every part of the game. Save passwords as you go, just in case you need to try playing an area several different ways. Remember, you can make it to new levels without completing every aspect of the one before, but you might have problems later on!



Fight enemies inside of the Palace.

Beginning and intermediate role-players should get plenty of action, excitement, and challenge in this new role-playing title from Culture Brain. Advanced players will have several hours of entertainment as they complete each quest and explore each part of the world. So slip this cartridge into your NES, mutter a few magic words–Open Sesame, or perhaps Abracadabra –and get ready for an Arabian adventure that even Ali Baba would have enjoyed.

ILLUSTRATION ERIC LEE

Family Games

By Charlie T. Aslan

Long before the advent of the video game, families sat together in their living rooms enjoying the classic games. All time favorites like Chess, Checkers, Parchesi, Life, Backgammon, and of course, Monopoly, set high standards for great family entertainment. Fortunately for game lovers everywhere, some of these same great classics are available for play on your favorite video game system. Here's a look at three classic games ready for your family to take home and play on the Sega Master System.

Monopoly

The object of Monopoly, as most everybody knows, is to get rich and make your opponents poor! Monopoly for the Sega Master System, lets you and up to nine friends pursue this goal at once! There are many ways to become wealthy and win the game, but just as in classic Monopoly, most of the ways involve buying, selling and renting property.

Begin the game by choosing your favorite token. All the Monopoly classics are available–the dog, the hat, the locomotive, the car and more. What's most exciting, though, is that the tokens, and the rest of the game, are beautifully animated. Now it's as much fun to look at as it is to play. Yes, video Monopoly gives us the added thrill of watching the dog trot down the board to take possession of Park Place, the hat glide into Jail, and the car zoom

Continued on Page 40.

DON'T TOUCH

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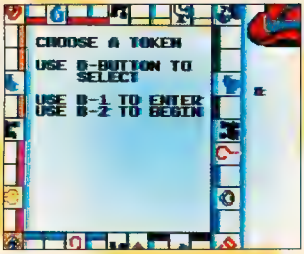
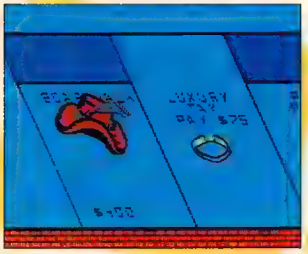


into the depot at the Reading Railroad.

A quick roll of the on-screen dice, and your game is underway. One added benefit of the video version of Monopoly is that the computer is always willing to take you on. So, if you can't find a buddy who's ready to play, the computer will supply opponents at the skill level of your choice (beginner, intermediate, expert).



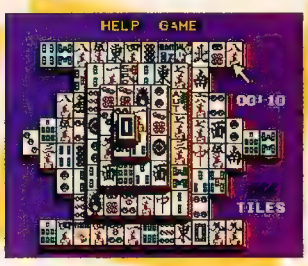
PROTIP: Computer opponents play aggressively, buying every property they land on! They're also not very skilled at trading for properties, and won't take "no" for an answer if you turn down an offer to buy one of your properties.

Overall, Sega's Monopoly is a great game, packed with almost all of the options available in the original board game. Once you get the hang of this video version, you'll realize that it's the same great Monopoly we've all come to know and love. So here's your chance to feel like Donald Trump –purchase properties, create monopolies, and build houses and hotels–all so you can drive your opponents into bankruptcy by charging outlandish rental fees. So grab your favorite token, roll those dice, and head for the Boardwalk!

Shanghai

Shanghai has all the makings of a classic family game–it's easy to play, several people can play at once, and it's extremely addictive!

Loosely based on the ancient Chinese game of Mah-Jongg, the object of Shanghai is to remove pairs of decorated tiles from a pyramid-like formation called the "Dragon." There are 144 tiles in all: dots, bams (bamboo), craks (characters), dragons, winds, seasons and flowers.



You can remove a tile if it's "free"–if there are no tiles above it, and if it's open to the right or left. Since the Dragon is multi-leveled, the trick is to carefully remove pairs of tiles without trapping any other tiles you'll need later on.

The tiles you remove must also match. That is, a Five Dot must match a Five Dot, and Four Bam must match a Four Bam. Flowers and seasons are the exception to this rule. You can remove a season with any of the other three seasons. A flower can be paired with any of the other three flowers.

Shanghai has all kinds of options for different amounts of players–a quality shared by many great family games. No one else around to play? Then enjoy a game of solitaire. There are no time limits–the more tiles you remove, the better your rating.

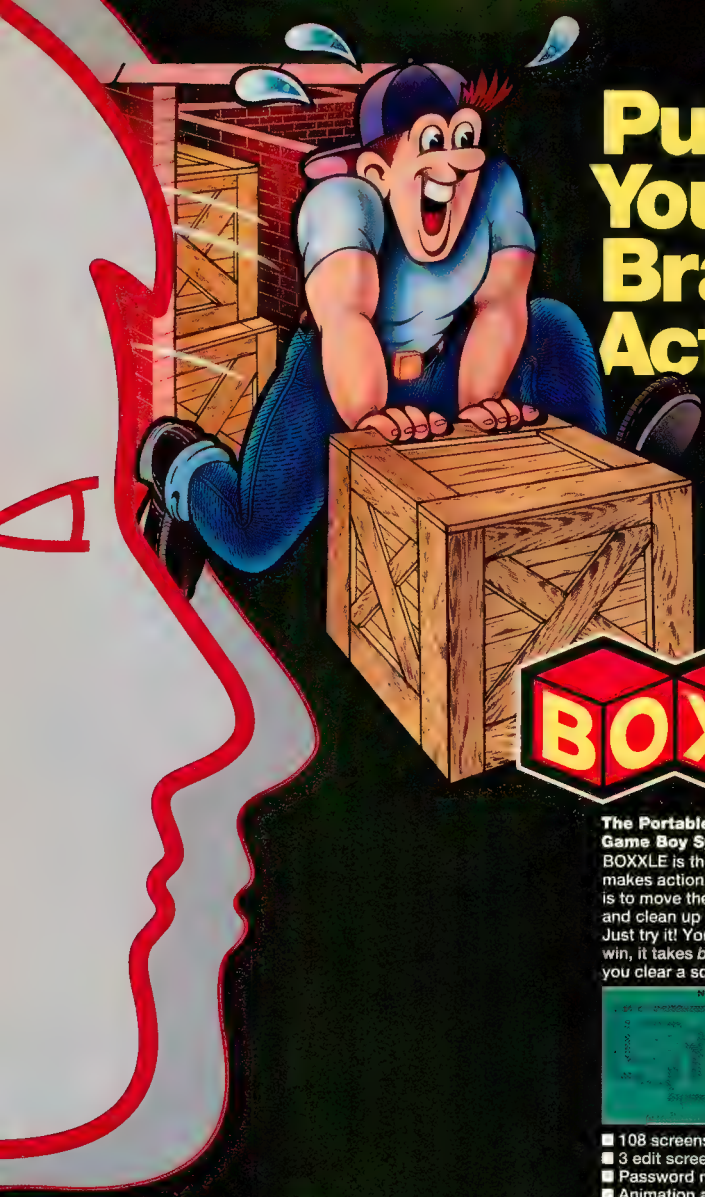
In the tournament mode an unlimited amount of players can compete. All remove tiles from the same Dragon and the best five scores appear on a subscreen after each round.

Team up with a friend and play another team in a Challenge Match. In Challenge play teams compete, working on the same Dragon formation. The object is to remove the most tiles within a set time limit. If your team can't find a legal move in a designated time, the turn passes to the next team.

If you're really stuck, a special "Help" menu allows you to identify partially-hidden tiles, back up a move, show all possible legal moves, peek, or change the background music to something more to your liking (such as "silence"!).

Like Sega's Monopoly, Shanghai features colorful, detailed graphics and an addictive quality that will keep you plucking video tiles for hours.

Put Your Brain in Action



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The Portable Puzzle for your Game Boy System

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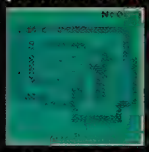

Each more difficult than the last. Over 100 screens! Plus you can choose which screen to play or use the edit function to create your own screens. Get your Game Boy ready to go. You'll never get bored once you get BOXXLE!

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GAME BOY

FCI

Not Just Kid Stuff

DEAD ANGLE

By John Sauer

Are you mean enough to take on the Mob–and win? Here's your chance to find out 'cause that's what it takes to beat Sega's Dead Angle! It's six rounds of non-stop, gangster-blasting action straight from the arcade!

The year is 1931: The Gangster Era. You are George Phenix, the meanest criminal investigator in the country. Robert King, the King of the Mob, has busted out of jail and he's after you! He's kidnapped your girlfriend, Jane. It's his revenge for putting him behind bars. You've got to get Jane back before time runs out!

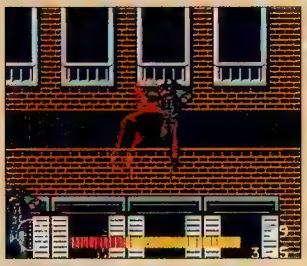
Start the game with a pistol. Control the gunsight on the screen to target your shots. At different points in the game, grab machine guns with 300 bullets. Then you'll really let the lead fly!

PROTIP: If you've got a Rapid Fire Control Stick or Rapid Fire Unit, try it with this game. It's like having a full-time Tommy Gun!

Guns Across the Water

In your first battle face the Enrico Family on the streets of Napoli, Italy. They're 47 strong and after your blood! As you blast away, the Enrico gangsters

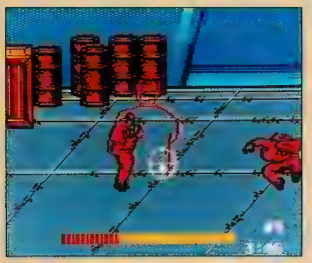
burst through windows in the street and drop from upper levels of buildings. Pick them off as soon as they hit ground or they'll get you.



PROTIP: Don't shoot at enemies jumping from windows or ledges. They are invulnerable while in the air and it's a waste of your time. Wait until they hit the ground, then fire away.

Some even run, roll and shoot from the ground. Watch out for these bad guys–they're really accurate! Shoot well and the enemy counter reaches zero. But the round isn't over yet. Here come's the Round Boss, Don Enrico! He heads into action with a Tommy gun. If Don gets in front of you for more than a second, you've had it!

Survive and head to New York's waterfront, then to a seedy hotel lobby. In each round you face more gangsters who move faster and shoot a little straighter.

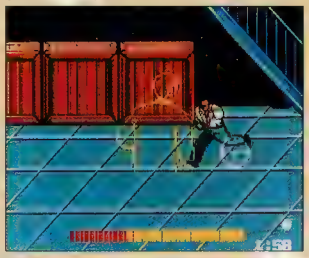


PROTIP: Get the gangsters in the orange suits first! They shoot the fastest of all.

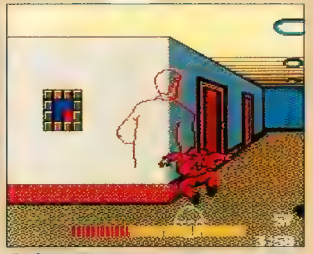
Clean up the Big Apple and you hit the streets of Chicago with guns blazing. Blow it away and you're ready for the big showdown–you against King in his Mobster-filled Chicago mansion. If you're good enough to beat him, you'll save Jane and it's a happy ending. Mess up and it's the Big Sleep for you!

The Bosses:

Each round of action gets progressively tougher. And each Round Boss gets meaner! There are six in all, including the Big Boss, Robert King. Some have Tommy guns, like Don Enrico. Some, like the first New York Boss, Don "Two Gun" Salvatore, are experts with pistols. Some even throw grenades! The way you fight the Round Bosses makes or breaks your game. You won't get to go on to the next round until you've blasted the Boss. Remember, you'll have to hit each Boss eight to 15 times to win.



PROTIP: The best overall tactic is to keep the bosses at the edge of the silhouette and shoot as fast as you can!



PROTIP: Watch your silhouette carefully. If it turns red, you're in a gangster target site. Move fast or you're done for! Duck by pressing Button 2. This tactic might save you when all else fails!

Bonuses and Extra Lives

Want extra lives? It's simple! You get extra lives at 30,000 points, then at 100,000 points. Since you start the game with three lives, you've got a total of five lives to beat Dead Angle. It doesn't sound like much, but pick up the First Aid Kits that come your way and things won't go too badly.

PROTIP: Every First Aid Kit you grab reduces the amount of damage you've received by one third! Get hit with three shots and you lose a life. So, First Aid Kits can mean the difference between life and death!

Hey, but wait! You've also got to remember that the rounds of Dead Angle are timed! Clear the round with time to spare, and get bonus points for every second left. But fail to clear the round before the timer reaches zero, and you'll lose a life. You've got to shoot fast!

The excellent graphics and sound are on par with Sega's 8-Bit best. The action is right out of the arcades. So go ahead. Get a Dead Angle on the bad guys and let 'em blaze!

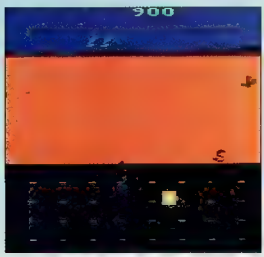
ILLUSTRATION: PAUL WENZEL

Road Runner

By B.A.J.

Beep! Beep!™ You are the Road Runner, off and running through the desert. It's just an average day of hopping around looking for birdseed–or so you think. Suddenly it's Wile E. Coyote,™ hot on your tail, and is he ever hungry. Wile E. is going to use his genius mind to try and catch you for lunch. You're pretty fast on your feet, but it's going to take more than a bird brain to get you out of this predicament.

You've got three chances to beat Wile. To keep safe you've got to avoid the dangers of the desert as well as the crafty coyote. The desert is loaded with traps–from falling rocks to speeding trucks. Boulders bounce off cliffs–if they hit you on the noggin, you lose a life. Speeding trucks don't stop for anything–especially Road Runners. Keep your eyes on the road or you'll run off a cliff.



PROTIP: When a truck, mine or boulder appears in front of you, lead Wile E. Coyote into it and get extra points!

Even though you're on the run you've got to gobble down all the birdseed you can find.

You still think you're fast enough to outrun Wile? Well, watch out because he becomes the fastest coyote on earth when he hops on his rocket skates or climbs into his rocket. You'll have to dodge like crazy to escape

PROTIP: Every time you grab a pile of birdseed the point value of the next pile increases up to 1,000. But miss one and you're back to 100 points!

That coyote is smarter than you thought! He's put steel shot into some of the birdseed piles. The shot won't hurt you, but sneaky Wile has a magnet! He'll use it to try and catch you while you're filled with steel shot.

PROTIP: If you run too fast for too long a distance, Wile will hop on his rocket skates to chase you.

Wile's clutches when he uses these secret weapons against you.

Just when you think you've outfoxed Wile you'll discover that he's got a few other ideas up his sleeve. He's planted mines and cannons all over the desert to trap you. Keep hopping to avoid stepping on mines or getting blasted by cannons.

Road Runner for your Atari 2600 has all the excitement of the arcade classic. So stay fast on your feet and keep watching those Saturday morning cartoons! That's all folks!

Road Runner, Beep-Beep and Wile E. Coyote are registered trademarks of Warner Bros., Inc.

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By B.A.J.

If you're ready for a mind game and an adventure in optical circuitry, Deflektor is a must for you. This addicting adventure in laser logic lets you check out all the angles and show off some skills you probably didn't even know you had!

Your task: control a laser and guide it to its home receiver, completing an optical circuit. What? You're not an engineer? No problem! Using all the latest in laser technology, along with the help of quite a set of complicated apparatus, you'll build optical circuits with the best of them. Use mirrors, reflectors, refractors, polarizers, absorbers and fiber optics to work your laser around the almost maze-like obstacles and head it toward its home receiver. Use these items to your best advantage. For example, rotate mirrors to reflect your laser in the direction you need to go.

PHOTO: When you transmit your laser through a refractor, wait a moment and notice all possible angles.

Sounds fairly simple, but there are a few complications. If you drain all the energy from your laser, you won't make it. One way your energy gets zapped is by circuit overload. This happens

Mapping or video taping helps you with strategy

when the laser reflects back on itself (total reflection), hits mines and creates a power surge, or overextends, making the length of the beam too long.

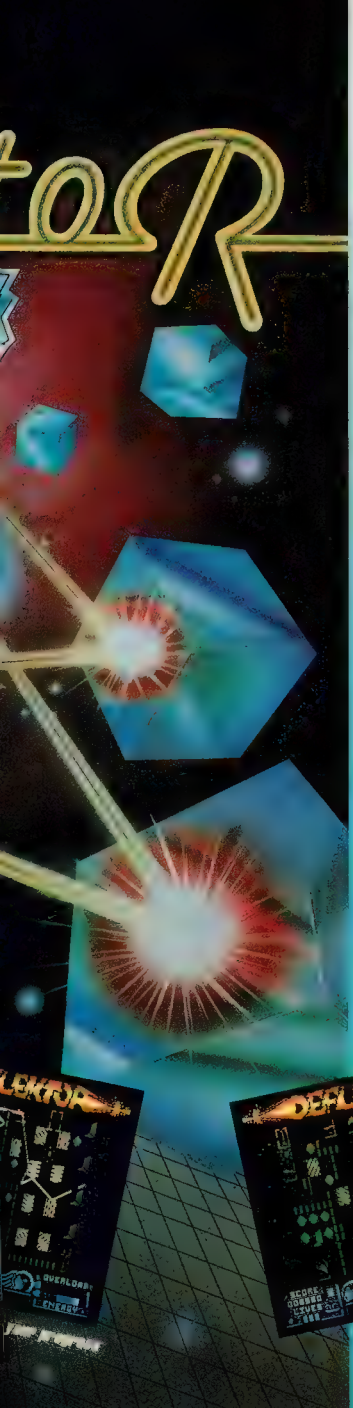
PROTIP: Always keep track of your overload meter—if it's too high, back off and wait until it drops to a safe level.

But wait, there's another complication! Even if you keep all these energy-draining problems in check, you've got another obstacle to face. The path to the home receiver is blocked by energy cells. You can't connect with the home receiver until you've destroyed the cells. Zap them in the same way that you search for the home receiver–by using all your apparatus to manipulate the laser until it hits the cells (and the cells blow up with a very satisfying boom!).

Yup! There's still another complication. Gremlins! You may wonder what Gremlins are doing in the middle of an optical circuit. They're making mischief! They'll sit on your skillfully positioned mirrors and reposition them just when you need it least. If they're wreaking too much havoc on your carefully planned circuits, you'll have to do them in.

PROTIP: Don't zap Gremlins that aren't around the mirrors you're using. It just wastes time and energy.

Deflektor, by Atari, is an original and exciting addition to the XE line-up. In addition to laser light action, the game offers popular features like the high score board, a practice mode, and level and sound select. So settle back–you won't need a calculator or a slide rule! Just all the logic and skill at your disposal. And remember not to overload, or it's lights out for you!



Your first step at each level is to locate the home receiver.

Don't overload your laser!

LEGEND

By the Eliminator

"He who possesses the axe will have power"

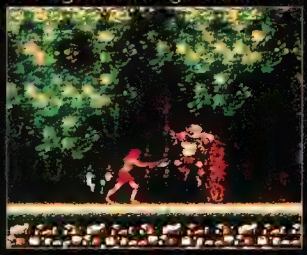
Legend has it that a fanatical cult tribe inhabits the Devil's Dirt, hidden behind the thick of the jungle. They indulge in black magic to transform animals into vicious monsters with a savagery to match their immense proportions.

Most of the villagers have fled in terror. Those who choose to remain have to appease the wrath of the cult leader, Jagu, by sacrificing a victim selected from among their own people.

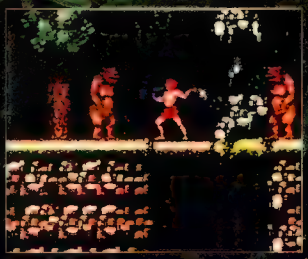
You are Logrus, a fledgling warrior, just returned from years of strenuous training for manhood. To your horror you discover that your beloved Flare was chosen as a sacrifice to the nefarious Jagu. But there's still time to save her! Armed with only battle scars, determination, and a mystical axe given to you by the village sage, you set out to endure six menacing zones of perilous encounters with a myriad of enemies.

The Jungle

With the agility of a trapeze artist swing from vine to vine while fending off shrieking bats with your trusty axe. Dodge frenzied axemen who leap out from behind bushes. Destroy Jagu's miniature statues to reveal power-ups and increase the strength of your weapons. Blue and red crystals increase your point totals. Watch out for giant bears with ferocious tempers. They run quickly and swipe at you with skin-piercing claws. Take on one bear at a time.



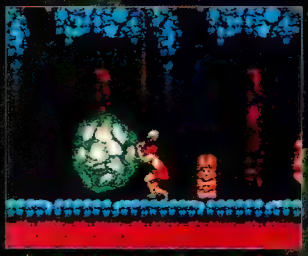
Dodge frenzied axemen.



Fight the bears!

Volcanic Cave

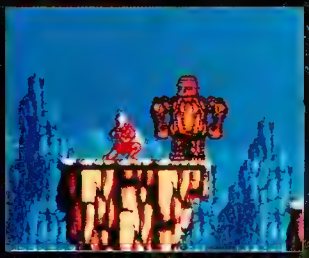
It's a hot spot of red piping hot lava pits, spewing deadly balls of fire. Poison-spitting iguanas attack at every turn. Grab crystal containers to increase your attack strength. Let your strength meter charge full force as you narrowly escape being flattened by two gigantic runaway boulders.



PROTIP: To avoid being smashed, jump on the vine.

ILLUSTRATION: CARL BUELL

The Mountains



You'll need jumping skill in the mountains.

Danger isn't far behind as rugged rockmen, swinging axemen, and the deadly phoenix attack you. Use all your skill in jumping, and just the right timing, to escape these evil menaces. Grab power-balls from Jagu's idols to recover your strength. You take on a green luminous glow as your energy meter goes up.

RY AXE

The Waterfall

Travel alongside a cascading, roaring waterfall. Frog-like creatures called Waterheads leap out of the river when you least expect it. Fend off flipping axemen with your powerful axe. Boost your striking power by snagging the "wing" item. Your axe strokes become faster and stronger.

Swing from vine to vine.

Ghost's Hideout

Here you're besieged by screaming monkeys who grab and bite.

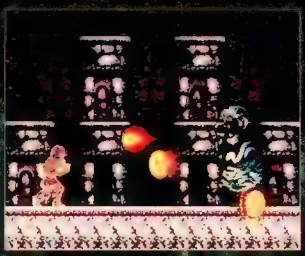
PROTIP: Don't let them climb on your back or you're in trouble.

Hordes of blood-thirsty bats flit around to annoy you and distract your attention. Survival is the name of the game as you come face-to-face with spear-throwing ghosts.

PROTIP: When you're surrounded by ghosts, hop over one so they're both on the same side of you. Since only one ghost at a time can attack, you'll have the upper hand. Then wallop them one by one!

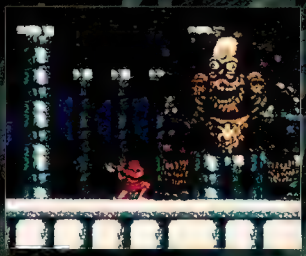
Jagu's Maze

It's a nightmarish labyrinth of big and small rooms. You can only move in one direction—with no backtracking. Pick the wrong direction and you'll start again at the beginning of the zone.



PROTIP: Draw a homemade map of your wandering through this maze so you won't get lost.

Beware of Suda, the water-out shrouded lady with the crystal ball. She'll hurl a ball at you. When hit by the axe, Suda is transformed into a bat. Battle Jagu's evil sidekick, a monstrous zombie who flings fireballs at you. When out, he'll warp himself into unpredictable places, sometimes right on top of you.



Evil Jagu.

Jagu Himself

Finally you're face to face with your ultimate foe, Jagu. He's no ordinary-sized enemy as he towers over you more than ten-fold. Use all you've learned from your training and the powerful swings of your legendary axe to eliminate this evil menace. The climactic battle, and dramatic rescue of Flare is a scene you won't want to miss.

You've never seen graphics like this! Crisp detail and vibrant color make scrolling through the different scenarios an experience in itself. The cascading waterfall, the rippling stream, flickering candles, and a beautiful mountain range are a just a few of the visual treats in store for you. In addition, the changing musical score really keeps the pace of the game going. So come out swinging; you won't get a second chance.

YOUR W
WILL NEVER

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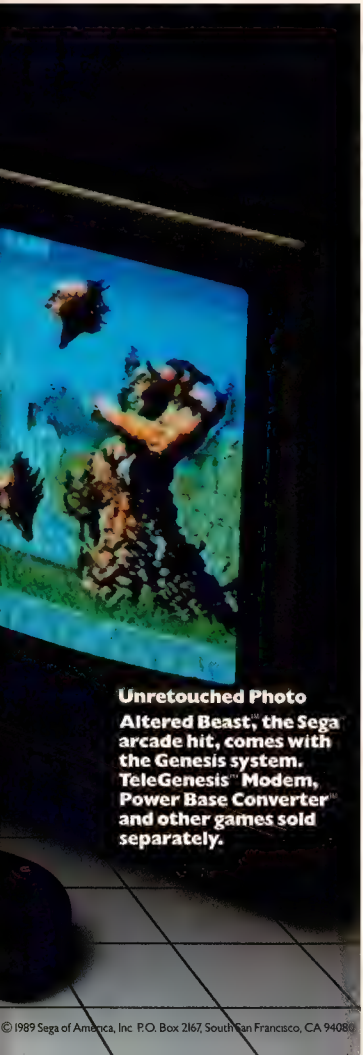
TeleGenesis Modem and Games. These products are planned for future availability and are sold separately. Each player needs a Genesis console, TeleGenesis modem and TeleGenesis game cartridge to play.

WORLD
BE THE SAME.



Unretouched Photo
Altered Beast,™ the Sega arcade hit, comes with the Genesis system. TeleGenesis™ Modem, Power Base Converter™ and other games sold separately.

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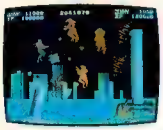
The incredible reality of Genesis could only be brought to you by Sega,® the master of arcade entertainment. Creator of arcade blockbusters like Out-Run,™ Altered Beast,™ Thunder Blade,™ Afterburner,™ Zaxxon™ and Shinobi.™

The power has been unleashed. The adventure begins. And this is just the beginning of the Genesis era.

Soccer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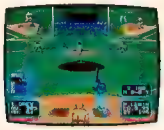
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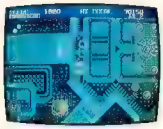
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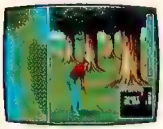
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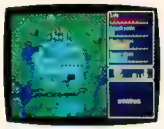
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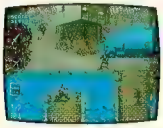
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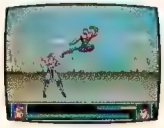
Last Battle™

And more to come.

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By C.A.T.

Four years have passed since the final fateful battle in Dragonland where, as Space Harrier, you became a legend in your own time. Now Fantasy Land is sending out another cry for help–Dark Harrier and his evil armies are ravaging the land. Once again you must head to Fantasy Land and use your superhuman abilities to fight through 13 different deadly levels. Each level is a journey filled with horrible monsters, indestructable pillars and countless other dangers to avoid or destroy.

Fly, fight, run and dodge your way through each different area. At each level's end face a final fierce enemy. Defeat these brutes and battle onward. Earn extra

The bonus round.

points by shooting unarmed air and ground targets during the two bonus rounds between levels. Read on to learn more about some of the dangers you'll face on your quest to destroy the Dark Harrier.

Leap out of your control center into Stuna area, the first level.

PROTIP: Push and hold the A button during the title screen and bring up the mode selection screen. Put the game on "easy" difficulty and receive an extra life every 1,000,000 points.

Enemy fighter ships swoop towards you in attack formation from all directions. Avoid their donut-shaped shots as they fly past and then come back to get you a second time. Blast the trees

Level 1.

and alien bushes on the horizon that get in your way. Make it past the attacking dragon and watch lightning fill the sky as Trimuller heads in your direction. This fireball-shooting, three-headed turtle is only vulnerable when his heads come out.

PROTIP: Concentrate firepower on each of the heads, and you'll destroy him in no time.

Make it to the third level and watch the sky close down above you as you fly toward snow-covered mountains in Yees Land. Dodge indestructable trees with star-shaped tops. Shoot at jellyfish creatures that try to slime you! Destroy the open-mouthed clams that cover the ground, while dodging humanoids and frogs that attack and shoot in waves of

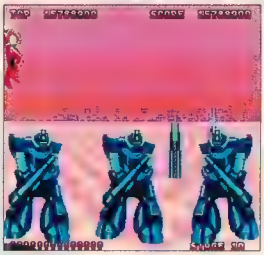
Level 3.

three. If you get past these enemies, you'll face Brizard, an evil slug-shaped monster with a body made of fire.

PROTIP: Every good Harrier knows never to stay still or reverse directions while avoiding enemies and their shots. They shoot right at you so keep moving and you won't get hit!

Several levels later, number six to be exact, you'll find yourself in Fallpyram. Here stone faces pop out from behind you and use spiral patterns to confuse you. Avoid tripping over mini-pillars on the ground. If you fall, you'll find yourself temporarily disabled and shot by a winged devil. Skull-faced creatures fly over the pyramid city and swoop down to get you. Make your way through tall pillars and face the Wizard. This evil grim reaper splits into three smaller bodies and spins in circles while shooting at you.

Space Harrier II: The adventure continues.



Level 10.

SPACE HARRIER II

If you make it to the tenth level, head toward futuristic buildings. Hope City is filled with missile-shooting mechanical robots who'll try to ram you. Avoid tripping over rocks and running into wind pipe pillars. More enemy fighter ships appear to try and kill you before you reach Bins Been. This giant triangular-sided ship tries to ram itself into you. Position yourself right or he'll run you into the ground.

If you get through all 12 terrifying levels, you'll find yourself ready for the final showdown. Dark Harrier is waiting for you! But first you'll have to face and kill all the large enemy creatures you beat on previous levels. They've come back to life to try and stop you once again.

The Dark Harrier.

Reach the end and Dark Harrier appears, ready for mortal combat. He is an evil humanoid being with the same superhuman abilities as yours. He also has special powers that let him disappear and turn his body into a spinning fire ball. Dodge and shoot it out until the best Harrier prevails.

Space Harrier II–the adventure continues with Sega and Genesis at their 16-bit best.

Romance Of The Three Kingdoms

Romance of The Three Kingdoms puts you into the simulated world of second century China. A role-playing war game, your ability to build and run an economy is as important as your ability on the battlefield.

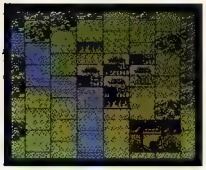
A Quest of Conquest

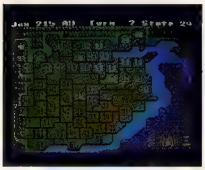
Government has collapsed and China battles with itself as warlords struggle for supremacy.

Fight, barter, and trade your way to your ultimate goal: control of all China. But you can't do it alone. You'll have to recruit good subordinates and win their loyalty with bravery and gifts. Form alliances with other warlords, but know that they may not last long.

During peacetime build dams and bridges, clear fields, marry, train your troops, and give and receive loans of food and money.

On the battlefield, fight on realistic terrain. Try to crush the enemy, but know he will be strong. Your shot at victory comes by carefully preparing your men and then giving the battle everything you have. A battery-backed memory means you can stop play at any time and resume exactly where you left off.





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1989 Strategy Game of the Year
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Features Includes: 255 characters, each with a distinct personality; military, economic and diplomatic simulation; five different scenarios; ten levels of difficulty per scenario; play by one to eight; demo mode; complete instruction manual and historical notes; Poster Included.

KOEI...We Supply The Past, You Make The History

Nobunaga's Ambition

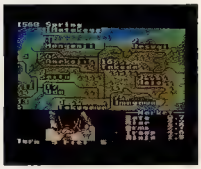
Guts and brains, not hand-eye coordination are the keys to success. Historically accurate, fast moving and easy to play. Death, unlike victory, comes easily.

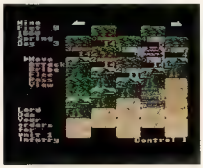
The Struggle To Become Shogun

Nobunaga's Ambition is a rich and engrossing strategy game offering more than 100 hours of playing time. A battery backed memory means you can stop play at any time and resume exactly where you left off.

The Shogun has fallen and complete power goes to the first one to grab it. Sixteenth century Japan is in chaos and you are a Daimyo war lord. Play your cards right, and all Japan could be yours. But around every corner lurks death and defeat.

Increase the strength of your states slowly, or risk everything in a desperate all-or-nothing grab for power. On the battlefield,attack and retreat. Use terrain to your best advantage. During times of peace, build your economy, keep your peasants happy and your soldiers loyal, or risk revolt. Negotiate with other daimyos or simply send Ninja. Seize all the advantages you can. You'll need them!





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S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Altered Beast
(Sega Genesis)
Sound Test

Simultaneously press diagonally up and to the right on the control pad, buttons A and C, and Start. You'll hear all the great sounds of the Altered Beast.

Wonder Boy III: The Dragon's Trap (Sega Master System)
Password!

Here's a password that makes Wonder Boy III a little easier to understand and play!

2CKF 7L4 88OP U53

Use this password at CONTINUE to enter the game as a Mouse Man with 1,000 gold pieces! You'll be able to walk upside-down on the checkered "mouse blocks," and go places you can't get to in any other shape!

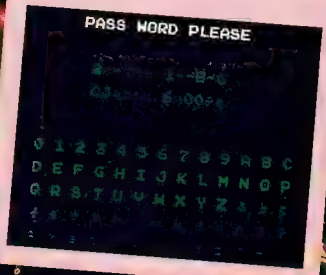
Phantasy Star
(Sega Master System)
Location of the Mirror Shield

To find the Mirror Shield head to the town of Sopia (located in the middle of a poisonous gas field –so make sure you have the gas shield!). Head down to the lake below the town, and climb into your hovercraft. Cruise around the lake and you'll find a tiny island with one ant lion and quite a few cacti! Disembark, head to the ant lion, and go directly down to the cactus below the ant lion. Search the area here and you'll find the mirror shield!

Metroid (Nintendo)

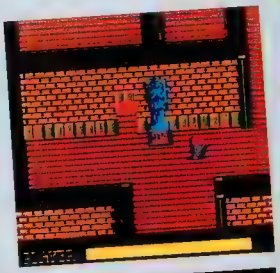
Here's a regular code. You're Samus with all the arsenals. Ridley and Kraid are already dead, so go kill the Mother Brain!

2m-?—	1—B-G
CJlycu	6m00pe



Y's, The Vanished Omens
(Sega Master System)
Location of the First Book of Y's

Make your way through the palace to the fourth and fifth floors. Search these floors for all of the keys and other special items you can find. Do this by finding all the statues, using them to transport, and searching each area thoroughly. On the fifth floor you'll find a blue statue. This is the location of the door to the secret area where the First Book is located. To see the special door and get into the room with the broken pillars you'll need to use the mask. So, put the mask on! The secret door appears and you can head in to collect the First Book (of course, you'll have to beat a nasty creature who's guarding it–but that's no problem, right?!).



Altered Beast (Sega Genesis)
Character and Level Select

Hold all three buttons and down diagonally during the title screen. You'll get to pick your character and level!

Bad Dudes (Nintendo)
By the Eliminator
64 Lives!

To get 64 lives in Bad Dudes try the following: At the title screen press B, A, Down, Up, Down, Up on Controller 2, and then press Start on Controller 1.

Dead Angle (Sega Master System)
Difficulty Selection

During the title screen of the game, press Button 1 or Button 2 on Control Pad 2! You'll be able to select from "Normal" or "Hard" difficulty levels. So, when you get to be too good a shot, switch to the tougher game and blast away.

Space Harrier II (Sega Genesis)
By C.A.T.
Level Select

When you are at the beginning of the game, and it says Stuna area, push left or right to select any level. But remember, you can't complete the game if you begin with one of the later levels. To end the game you must start from the beginning.

Gradius (Nintendo)
By the Eliminator
Mystery Trick

A long time ago we discovered a mystery trick on this game–one we can't figure out! If you hold the A and B buttons simultaneously, while powering up on the NES, you'll notice that your title screen does not boot up right away. The screen turns gray and says the following words: "Konami one, Gradius one." After a few seconds your normal title screen appears. What do these words mean? What function does it have? Is it a sound test? A cheat mode? Or maybe even a ROM check? We don't know. If any of you GamePros out there have the answer to this question, send it in! We'll print your answer in the next issue of GamePro!

S.W.A.T. HOT TIPS

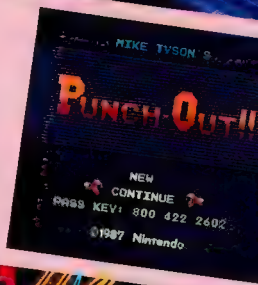
SECRET WEAPONS AND TACTICS

Mike Tyson's Punch-Out! (Nintendo)

By the Eliminator

Busy Signal

To get a busy signal on your game, type in the Nintendo phone number on the password entry! **800 422 2602**



Gauntlet (Nintendo)

By the Pro, A.J.F.

Here are some super codes that start you off with "souped-up" characters in Room 5:

The Elf - **HPE-Z9H-ZOI**

Valkyrie - **HPE-Z9H-ZIZ**

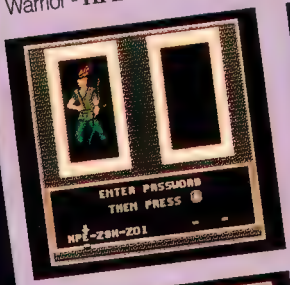
Wizard - **HPE-Z9H-ZZI**

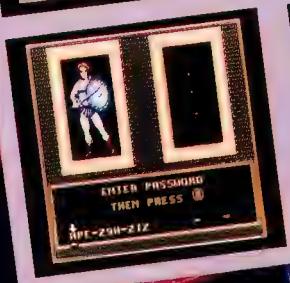
Warrior - **HPE-Z9H-ZZZ**

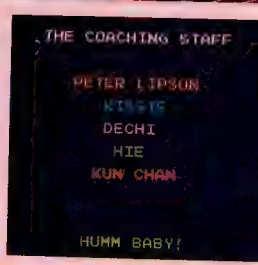
The final combination code is

KUNPCDIA

for the previous codes. This works for all the passwords that begin with H.







Kenseiden (Sega Master System)

Beat the Round Two Warlock!

Here's a hint that makes it easier to face the Round Two Warlock with a full life meter. In the room with the statue of Buddha, jump on the Buddha's shoulders, press UP with the D-Button and Button 2. You'll jump to a secret room that contains a Gourd of Life. Take it to restore your life meter. Then on across the roof to defeat the Warlock!

Miracle Warriors (Sega Master System)

Having trouble figuring out the scroll? Can't find the Dark Lord? Remember that Iason was "twice as big as a normal man." It's a clue from the game. Since he was twice as big as you, you must take twice as many steps to cover the same distance. Take two steps instead of one.

Gauntlet (Nintendo)

By the Pro, A.J.F.

Password

Here's a hot code that starts you in Room 79 with the Elf:

HEZ-66Y-WII

Mega Man II (Nintendo)

By Stomper

In the final level of Mega Man II there is an area where you can't proceed by climbing. The best way to get past this area is by using Item 1. Start on the ladder to the lower right. Throw an Item 1, jump on it, and immediately throw another to the left. This way you build a moving staircase to the other ladder. The key to success in this maneuver is speed.

Wonder Boy in Monster Land (Sega Master System)

The Sword of the Legend

Having trouble finding the Sword of the Legend? Look for it in Round Nine. You win it after beating a Death Monster.

Tecmo Bowl (Nintendo)

By Gideon

There are codes along the New York Giant's road to becoming the Tecmo Bowl Champs. You can start halfway through the season, having beaten Minnesota, San Francisco, Denver, Chicago, Los Angeles, and Cleveland! You'll still have to take on Washington, Seattle, Dallas, Indianapolis and Miami. Type in: **264EACAE**

Don't want to play through the entire season? No problem. This code lets you hit the gridiron against Miami in the Tecmo Bowl. It's your chance to lead the Giants to a World Championship! **24AFFDAD**

RBI Baseball (Nintendo)

By the Pro, A.J.F.

Programmer's Screen

When the title screen appears, press Start, A and B simultaneously and check out the Programmer's Screen!

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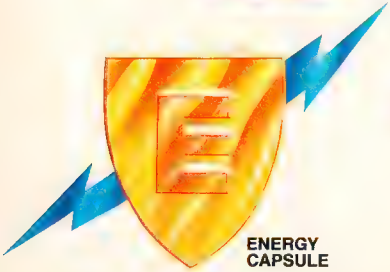
CANDLE

HYPER MISSILE

SUPER BOMB

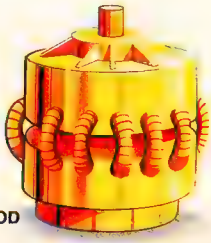


ENERGY CAPSULE

MAGICAL BEE

THE POWERS!

When collected, six powers step up the effect of the weapons. Here are two of these powers.



LIFE POD

THE ENEMIES!

RoboWarrior has to eliminate as many enemies as he can throughout the game. Here are some of the 14.

WISP

MECHA BIRD

WANE

THE LORDS!

RoboWarrior's 27 stages include 7 Lords of Evil. Some of these are:

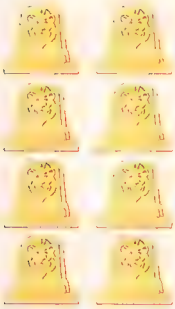
LIAN,
LORD OF AIR

GLOBULA,
LORD OF AMOEBAS

GHOLEM, LORD OF STONE

ROOM OF IDOLS!

RoboWarrior must find the secret way into the Room of Idols. Beneath some idols are hidden valuable objects necessary to continue the game.



THE CHALICE!

In certain stages the Chalice appears, and unlocks the power of the key. Its magical powers help RoboWarrior toward his goal, so he must watch for the Chalice and carry it forward.

THE CHALICE

THE KEY!

At the end of every game stage is the Key, necessary to exit to the next stage.

Reader Tips

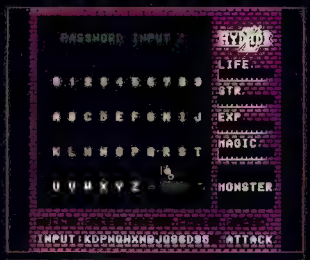
NINTENDO

Hydlide

Password

Inside Castle Arena.

KDPNQHXNBJQ86D95



Bernard Jahoda, East Northport, NY

Mega Man II

A Code for Dr.Wiley

Here's a code that lets you head straight to the end and go up against Dr.Wiley!

A1, B2, B4, C1, C5, D1, D3, E3, E5

Richard Ericksen,Orinda, CA

Mega Man II

The best way to clear Mega Man II:

Man	Weapon	Best Weapon
AirMan	Air Shooter	Standard
CrashMan	Crash Bomber	Standard
MetalMan	Metal Blade	Standard
HeatMan	Atomic Fire	Standard
BubbleMan	Bubble Lead	Metal Blade
WoodMan	Leaf Shield	Standard and/or Crash Bombs
FlashMan	Time Stopper	Standard
QuickMan	Quick Boomerang	Standard and Time Stopper
Dr.Wiley	You Win!	A combo all through this stage

Chris Miglio, Harper Woods, MI

OK, since the best strategy in Mega Man is such a hot topic, we know all you gamers out there will also have your own opinion about the best strategy for Mega Man II! Tell us how your strategy differs from Chris' - Ed.

Strider

End of Game password!

Here is a code that takes you straight to Matic in Strider!

DMCC BGCP CPOD

Monish Patel, Greenwood, IN

SEGA

Alex Kidd in Miracle World

I have a secret weapon for Sega's Alex Kidd in Miracle World. On the last board at the very end there is a room with pink boxes (Cragg Lake). To finish the game you have to run over the boxes in the following order: Sun, Waves, Moon, Star, Sun, Moon, Waves, Fish, Star, Fish. If you make a mistake, the combination changes and you're out of luck!

Christopher Lee, E.Cleveland, OH

Adventures of Lolo

Code to Last Room

Here's a code to the last room on the tenth level of Lolo.

GCVT

Ian Tyndall, Greensboro, NC

Rambo

Beat the Last Guy

In order to complete the last round of Sega's Rambo, you'll need an S, an L, 15 arrow bombs, and at least ten men. Shoot the wall on both the left and the right side of the head five times each with arrow bombs. Then shoot the head five times. When the head blows up, walk through the black hole.

Stephen Kopp, Hobe Sound, FL

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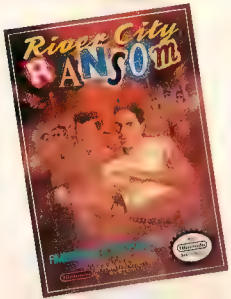

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Ask The Pros

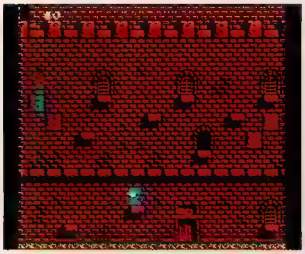
NINTENDO

Milon's Secret Castle

Dear ASK THE PROS,

A while ago I bought a game for the Nintendo called Milon's Secret Castle. Could you please tell me how to find the Saw? I can't find it.

Travis Edwards, Milford, OH



Dear Travis,

As you probably know, Milon needs the Saw so he can cut through the bars of the window on the far right-hand side of the second floor of the castle. There's a number of things Milon needs to do before he can get the Saw. Most importantly, you've got to have the Hammer. So let's back up a little and check that you've completed all of the steps. First, beat Homer, the first giant monster, on the first floor. Next, head for the second floor of the castle. On the second floor search the Domino Room and the Hudson Room in order to find shops where you can buy the Lamp and the Vest. Once you've got these items take the plunge down the well! Find your way through the secret passage on the left-hand side of the well into the Fire Room. Here you've got to beat the second giant monster, Domer. Beat him and he'll give you the Hammer. Once you've got the Hammer, beat the Octopus in the Fire Room and he'll change into a red balloon and give you a lift out! Make sure and catch the balloon because it's the only way out of this fiery spot. If you've got the Hammer, all you need to do is head for the Saw. This is located outside the castle on the first floor, in a little nitch above the ledge right to the left of the middle door. Jump up there and use your Hammer to break the wall open. There's the Saw! So now you're set to head back upstairs for your battle with Balcahma!

Zelda II: The Adventures of Link

Dear ASK THE PROS,

Please help me. In Zelda II: The Adventures of Link, I have no idea how to get to the Island Palace. I know how to get into the cave that leads to the Island Palace from the King's Tomb, but the cliff is too high for my jumping magic. I think you have to get fairy magic to get over the cliff. But where do you get the fairy magic?

Gregory Tobias, Houston, TX

Dear Gregory,

You're right! To get over the high cliff and head for the Island Palace you need some fairy magic. Here's what to do. Head for the dock town of Mido. When you find the church in town try to enter it. Because the door is locked you'll need to jump through the small opening at the top. Inside you will

learn about fairy magic. Once you know about the fairy magic you can head back to the cliff, turn into a fairy, and soar over the high cliff and on to the Island Palace.

Castlevania II: Simon's Quest

Dear ASK THE PROS,

I have two questions to ask you about Castlevania II. My first question is, I have found one of Dracula's castles and have gotten to the end. There I find a glowing ball on a stand. Is this the end of the castle, and how can I retrieve this ball?

My second question is, I have come to four different dead-ends in which I can't move any further because I can't get past these obstacles. The first obstacle is the cemetery in the Sadam Woods. Here there is a huge step that can't be reached or jumped to. The second one is the Jam Wasteland. Here there's a huge wall that can't be jumped. It comes right after three moving blocks in the little stream. The third obstacle is the Aljiba woods. You come out of an underground level right onto the bank of a large river with nothing there to help you to cross it. The final block is

found in the Camilla Cemetery. Here there is a large step over a small patch of water and Simon is not tall enough to reach or jump overit. I have the White Crystal and the Holy Water, but neither of these help me. Is there some sort of trick to learn or do I need to buy something in one of these towns to help me?

Jackie Wojtanik, Ypsilanti, MI

Dear Jackie,

The answer to your first question is yes! You've reached your objective. To get the glowing ball you've got to first purchase a wooden stake from a woman hidden somewhere in the castle. Once you've got a stake use it to hit the glowing ball. After it shatters, claim your prize!

As to your second question, here's the best way to handle the situation. You need to make sure you have the Silver Knife. Find it in the Camilla Cemetary. Drop some garlic there and talk to the stranger that appears. He'll give you the knife. You also need the Blue Crystal. Find it in the Town of Aljiba. In the streets of the town talk to all of the people and one will exchange your White Crystal for a Blue Crystal.

Once you've got these items head to one of the four different dead-ends. Kneel and "use" your Blue Crystal and you're on your way!

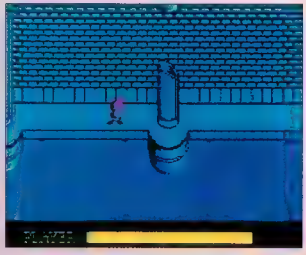
SEGA

Y's, The Vanished Omens

Dear ASK THE PROS,

My questions are about the Sega game, Y's, the Vanished Omens. I am able to get Aron to the Tower of Doom where he has four books and a hammer. But I am stuck where he meets this little man called Raubi in this chamber. Raubi gives Aron a clue about one of the pillars along the passage being hollow and possibly a way out. But there are no pillars along the passage as far as I can see, and evil spirits rapidly drain Aron's energy supply and all of his energy before he can reach the end of the passage. I would like to know how to get Aron out of this dilemma or if I have overlooked any important items or gone the wrong way prior to this point.

Robby Dungan, Monmouth, OR



Dear Robby,

You're partly right; there are no pillars on the eleventh floor. And the pillars don't serve exactly as an escape. But they do make your life easier. Try this: After you talk with Raubi, wait until your life meter is full. Exit and run back to the door on the left. Return to the tenth floor, and take the stairs on the right to the ledge with the pillars. Count five pillars to the right. Equip the hammer and use it to hit the fifth pillar. It will break, rendering the poisonous room harmless! If you continue to the right, you'll find a room containing Jemma. Get the amulet from him. You'll need it to fight Dark Dekt!

Lord of the Sword

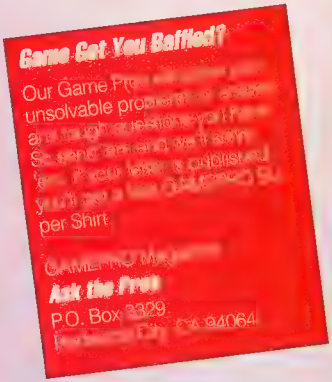
Dear ASK THE PROS,

In Lord of the Sword for Sega, how do you destroy the book by throwing it into the mountain of fire? Also, how can I get into the Balala Valley?

Andy Thoreson, Toldeo, OH

Dear Andy,

Lord of the Sword is a game of steps. There are a number of things you must do first before you can destroy the book and get into the valley to destroy the goblin. The book can be destroyed after you have defeated the five guards at Elder Castle. Go to the villages of Lindon and Dwarle and replenish your life meter. As you leave for Mount Morgos, you will find a set of "steps" leading upwards. Follow them to a screen where you fight the Goblin! If you beat him, you'll win a special item to fight the Fire Spirit. Win that battle and you'll be able to destroy the book.



Overseas ProSpects

By the Eliminator

PacMan is back, and he's on a heroic mission: to safely return a lost fairy who has mischievously strayed from fairyland into PacLand. As PacMan you'll face all kinds of pesky ghosts, monsters, Blinky, Pinky, Inky, Clyde and Sue - all out to foil your plans. Stout-hearted and patient as PacMan, you'll outwit them all with your fancy footwork and tricks. Complete your journey, deliver the fairy past the door and you'll get a pair of magic shoes that let you fly home to PacLand.

A fairy gives you the magic shoes.

The ever-familiar yellow ball is still PacMan's favorite pill to swallow. Watch the ghost monsters freak out as you turn invisible, walk backwards, turn upside down, or freeze in mid-air. Freezing in mid-air before the end of each round gives you extra points, depending on how artistic your pose is.

There are eight enchanting trips ahead of you, with four rounds each. Here's a look at the exciting world of PacMan and his family.

The Street

As you stroll down the seemingly peaceful city streets, watch out for ghosts in windows, airplanes, double-decker buses, or jaunty village cars. Don the helmet to catch baby monsters dropped from hovering helicopters. Get the helmet by pushing the fire hydrant in the opposite direction. Jumping on fire hydrants makes fruits such as cherries, strawberries, apples, peaches, and delicious grapes, appear to increase your score.

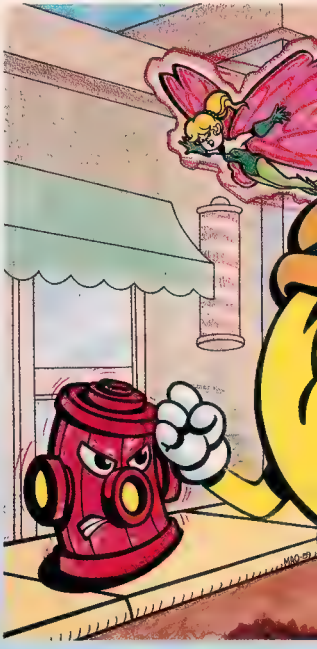
Blinky, Inky, Pinky, Clyde and Sue drop things on you in town!

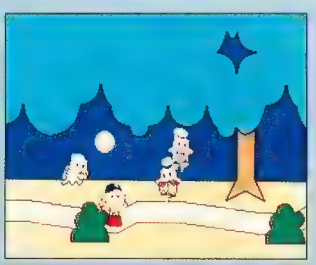
The Desert

Look for the mysterious skull. Don't get too close or you'll find yourself sucked in by quicksand. Some cacti have hidden balloons. Grab these by pushing the stumps in the opposite direction. Find that special balloon that earns you 7,650 points.

The Woods

Ghosts come springing by on pogo-sticks. Some drop their poor offspring from planes hidden behind the dense forest. Grab the power food for big points. Discover that pushing certain tree stumps turns you upside-down or lets you walk backwards. This doubles your score!



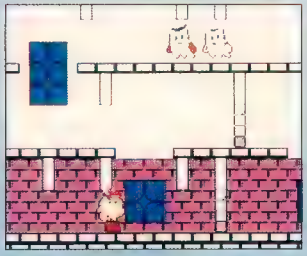


The woods!

The Ghost House

You'll find many deadends in the monster house. Pick up keys along the way to open doors and find your way through this creep haunted mansion. Hit a deadend and you'll find yourself chomped for dinner.

PACLAND



Look for keys in the ghost house.

The Bridge

Work you way across the broken bridges, and catch the boats that appear when you cross the bridge. The bridges extend so you can cross easily, but they're short, so don't lose your footing. Watch out for water poles that shoot out of the water!

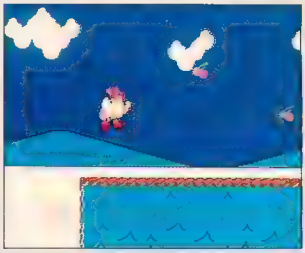
The Mountains

It's a breath-taking vista of scenic mountains. Cross over steep cliffs on spinning and rolling logs. Clouds shift up and down to help you climb to rocky platforms. More ghost-piloted planes fly by when you least expect it!

Watch out for spinning logs in the mountains.

The Lakes

Use your trusty springboard to hurdle lakes of different lengths. Simply run and jump while rapidly pushing Button I to make the jump last longer. Learn to jump well or you'll drown!



Use your springboard to vault across lakes.

The Door to Fairyland

Once you enter Fairyland, you'll be awarded a pair of magic shoes. Fly back home to Mrs. Pac and Baby Pac. Gameplay ends with the entire cast of characters, ghosts and all, bidding you goodbye!

Bye bye from the Pac family.

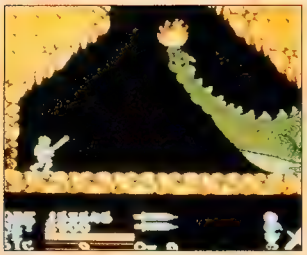
Namco's PacLand, the latest and greatest in the Pac series, is more than a masterpiece. More than 2 megs of memory make it one of the best arcade-to-home conversions to date. Here's to hoping Namco–America will bring this exciting title to the United States soon!

ILLUSTRATION: FRANCIS MAO

Short ProShots

Nintendo

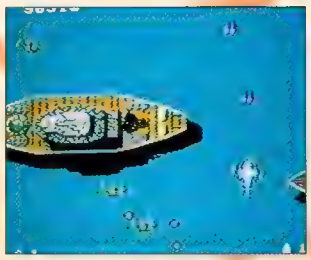
Iron Sword (Wizards and Warriors II) (Acclaim)



The long-awaited sequel to Wizards and Warriors is coming this Christmas. This role playing gamepak pits you against the evil Wizard Malkil once again. This time he vents his fury in the form of four sinister elementals–Earth, Wind, Fire and Water. You become Kuros, the brave knight warrior. Battle these evil forces, and their legions of vile creatures, in their dark domains. Iron Sword features vertical and horizontal gameplay. Your mission: –collect the pieces of the shattered Iron Sword and destroy Malkil once and for all.

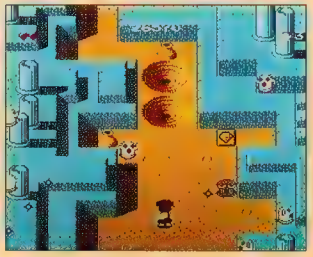
Twin Cobra (American Sammy)

Climb into the world's swiftest chopper with unlimited firepower,



four types of ammo, and devastating napalm bombs. You face attack from armored tanks and heavily-armed battleships as you fly over military strongholds and naval barricades. When you finally reach the island, you're up against the enemies' main defenses. Twin Cobra promises all the adventure and excitement of the arcade hit of the same name. It's the greatest invasion since D-Day!!

DinoRiki (Hudson Soft)

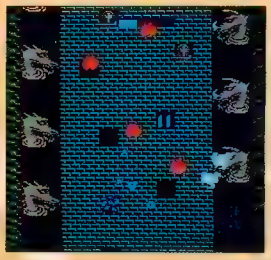


As the brave caveman, DinoRiki, journey through prehistoric times where ancient dinosaurs ruled the earth. You'll battle through deserts, swamps, caverns and canyons, facing such enemies as Tyrannosaurus, Pteranodon, and a Giant Cobra. As you travel through this ancient land you'll increase your weapon strength by defeating enemies and collecting items. Begin by throwing rocks, and advance to axes, boomerangs and fiery torches. Special hidden items enable you to extend your life, fly, and even change into Macho-Riki, a powerful ancient warrior. Sound for this cart is designed to take maximum advantage of the Joycard Sansui SSS controller (also made by Hudson Soft). This game is available now!

Twin Eagle (Romstar)

This top title is coming to a living room near you with the same great action that made it famous in the arcades. It's non-stop, shoot-em-up action as you head out in your Twin Eagle chopper on a mission to avenge your brother's death. Six levels of land, sea, and air battles lie between you and the enemy fortress. Along the way collect hi-tech weapons and special power-ups, including bombs, cannonballs, and machine guns. For even more fun bring along a friend for simultaneous two-player action. Now available on the shelves of your favorite retailer!

King's Knight (Square Soft)



Here's an action game with a twist! This top hit from Japan features five different action stages and four different characters. You become

Continued on Page 70.

BANDAI

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SHOOTING RANGE

BANDAI GOLF

Challenge Pebble Beach

MONSTER PARTY

STREET COP

DR. JEKYLL AND Mr. Hyde

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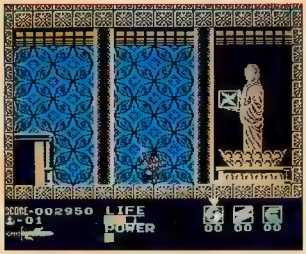
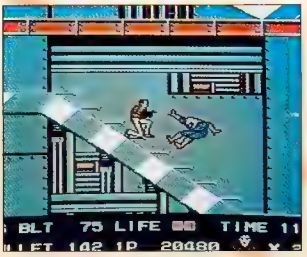
Ray Jack, Kaliva, Barusa and Toby in turn through the first four stages. Obstacles the characters face on their journey through the Kingdom of Izander include mountains, towns, forests, and water. They gather strength from one another for the final battle. It takes the combined skills of the four–the wizard, the knight, the monster, and the thief –to beat the final enemies in the fifth stage. Only then can they rescue Princess Claire from the grip of the fiendish Dragon. This first title from Square Soft is available now.

Demon Sword (Taito)



In this epic adventure you become the warrior Victar. Your quest: destroy the Dark Fiend and save the land. You must journey through three worlds and six levels before you face the final battle against this evil menace. Roam through the Bamboo Forest, the Bone Mountain, and many other areas as you search for the three missing parts of the broken sword. Use all your special acrobatic skills, including jumping, climbing and the special weapons and power-ups you find. When you've defeated the lesser enemies and reforged the sword, you're ready to take on Dark Fiend in the final battle.

Rolling Thunder (Tengen)



Become an agent of Rolling Thunder, one of the world's most powerful secret police forces. Your mission: smash a ruthless underground conspiracy to conquer the world. The enemies have also captured beautiful agent Leila, and are torturing her. As you run and jump through the treacherous passageways of the enemy headquarters, your only weapons are your skill and your handgun. If you're lucky, you'll find extra bullets and special weapons along the way. Only you can rescue Leila and stop this deadly conspiracy. Watch for this title–it's one of Tengen's best ever!

Ivan "Ironman" Stewart's Super Off-Road (Tradewest)

Get ready for all-out, dirt-grinding action in Super Off-Road. It's off-road truck racing that features up to four-player simultaneous action! Use your truck to navigate jumps, avoid mud holes, and negotiate perilous hairpin turns at top speed. You've got to grab the wheel, hit the gas and devote 100 percent of your concentration to your driving. This first title to take advantage of the new NES Satellite is bound to be a big hit this Christmas season.

SEGA Master System

Scramble Spirits (Sega)

It's a Sega shoot-em-up based on the arcade hit of the same name. Air raid sirens blare as you head for the skies on a bombing mission. Your task: blow up an enemy base. You'll face tanks, artillery and heat-seeking missiles, all looking to blast you from the skies. To battle them off you'll have bombs, machine guns and a small fleet of bombers at your disposal. So get ready to scramble on the ground and in the air! It's a hot new Master System title you won't want to miss.

Dynamite Dux (Sega)

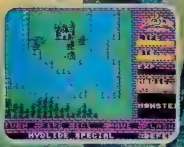
It's action-adventure with a quacky twist! You and a buddy are off to rescue a beautiful duck, held hostage by some wierd, wild creatures. You'll have to prove you're

Continued on Page 72.

Get all fired up... for the Adventure of a Lifetime

Role-playing

Action-adventure



Password feature

2 speed levels

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not a fly by night as you mix it up in some beak-blasting, feather-fighting action. It's a wacky, zany adventure that's going to take more than a couple of bird-brains to solve. So if you're ready for a wild time the likes of which you've never seen, this fowl adventure is for you!

SEGA Genesis

Tommy Lasorda Baseball (Sega)

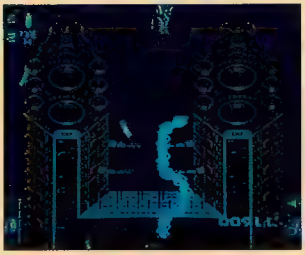
Here's your chance to enjoy baseball play all year round. Tommy Lasorda's Baseball has the kind of non-stop baseball action that makes this sport America's favorite pastime. The game features realistic sound, action, and even an umpire. Pick your own team and players. In fact, do your best imitation of Los Angeles Dodger's manager, Tommy Lasorda (who endorses this hot title), and manage your own team. You're not stuck in the dugout either. Choose your pitch, control your fielders, and pick off runners at first base. Genesis graphics are so realistic you'll find yourself trying to order a hot dog (or maybe some pasta)!

Ghouls N' Ghosts (Sega)

Get ready for the ultimate 16-bit adventure. This coin-op' translation is so faithful graphically to Capcom's arcade hit that you'll find yourself trying to slip a quarter into your Genesis. Don't bother–once you take this hot title home it's yours to play for as long as you like. You'll meet a whole horrifying gang of menacing creatures as you try to rescue the princess. Collect seven different weapons and magic while you battle mythical monsters. Search for treasure chests that hold special items–and even a sorcerer who turns you into a duck. One of the best titles available for Sega's 16-bit so far, this cart is a must for every Genesis owner.

NEC's TurboGrafx-16

Blazing Lazers (Hudson Soft/NEC)



Don't miss this stellar space shoot-em-up developed by Compile, Toho Sunrise, and Hudson Soft. Blaze through nine areas of outer space, including a bubble level and a level that looks like you're inside of a human body. The game features over 16 different weapon combinations, including lazers, bombs, field thunder, a photon tracker, and a ring blaster. This title, currently a top PC Engine game in Japan, is the kind of outer space action that game players dream of!

Dungeon Spirits (Hudson Soft/NEC)

Head into these dark, dank dungeons for the adventure of your life. This RPG allows you to choose among characters, including a fighter, a warlock, and a thief. Search over a dozen different dark passageways and towns for special items, weapons and clues to help you beat multitudes of creepy beasts and bosses you'll have to fight along the way. Your goal: to find a lost treasure known as the ancient ORA Stone.This title shows what TurboGrafx can do –great action, great graphics, great music, and non-stop fun!

Victory Run (Hudson Soft/NEC)

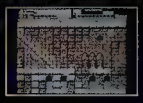
Climb into your super car and get ready to try and win the road race from Paris to Dakar. Drive night and day, from city to city through the French countryside and Europe,

Continued on Page 74.

8 EYES

Featuring the new
DUAL ATTACK MODE!

As Orin the Falconer, you must save the world from the evil of the 8-Eyes. These jewels of power are held by the King's Dukes, who plan to use them to rule the world for their own profit. Control Orin and your falcon Cutris alone, or in the unique simultaneous mode, where you are Orin, and your friend is Cutris. Contains Password feature.



TAXAN
Consumer Division

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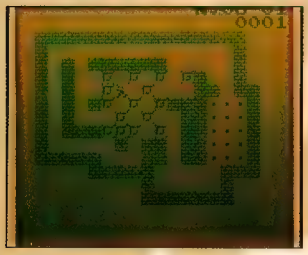
through eight stages and over 8,073 miles. Each stage is more difficult than the last as you race against time.. So drive smart, and keep your engine going. Also, you're the mechanic–doing repairs and deciding how to maintain your car along the way. Victory Run features great graphics. You'll feel you're really out on the road! So rev up your motor, strap on your helmet, and get ready to head for the Sahara.

GameBoy

Kwirk, The Chilled Tomato (Acclaim)

This all-new, original Game Boy title promises to be as wacky as it sounds! You become a wild character with funky hair, cool shades and hi-tops! Each screen in the game is a puzzle maze and you've got to wind your way through the maze by moving blocks or going through turnstyles. Go for a big score or race against the clock. You can play against the computer, or hook up via video link and race a friend. Watch for this kwirky adventure to appear at a retailer near you soon!

Boxxle (FCI)



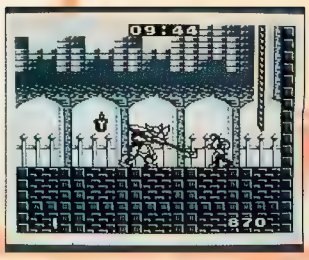
It's the ultimate brain teaser. "Mind" games are in and FCI is bringing us a hot new GameBoy title you won't be able to put down. Your task in this game is to move boxes into their proper spaces to straighten up the warehouse and get to the next screen...and the next...and the next! The game features 108 screens–enough puzzle to keep you from ever getting bored. The password memory lets you pick the game up and continue wherever you left off. And if all that isn't enough, you can use the three edit screens to pick your puzzle and create your own screens. Look for this new title in January.

Shanghai (Hal America)

Here's a GameBoy version of this 2500 year-old game we looked at in the Family Games article on page 38. As adapted for GameBoy this cartridge of Shanghai gives you an endless number of variations. Enjoy five levels of play with the original Mah Jongg tiles, or try the updated version, using the alphabet. Learn how to play the game, the best strategies for solving the puzzle, and even how to read the Chinese characters. It's one game you won't be able to put down.

Castlevania: The Adventure (Konami)

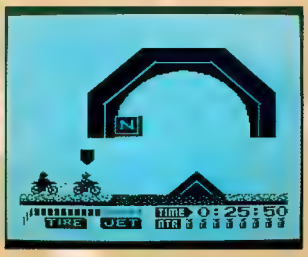
It's an all-new Castlevania adventure for GameBoy. Once again you're out to destroy Dracula. You'll journey through different towns, castles and dungeons, searching for the secret items and



clues you need to gather the strength to defeat your evil nemesis. If you loved Castlevania and Simon's Quest, get ready–the adventure continues. It's a whole new story line that's guaranteed to bring you hours of horrifying fun! This game is available in November.

Motocross Maniacs (Ultra)

Rev up for some rad off-road motorcycle action. Climb on your dirt bike and head for the hills for some wild thrills. Slide around corners, fly over hills, and jump impossible obstacles. You might even find yourself in a loop-to-loop! Along the way grab nitro-turbo boosts and other power-ups that let you go for a burst of super speed. Hook up with video link and you and a friend can battle it out. It's awesome off-road action for motocross maniacs everywhere.



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EXPERIENCE

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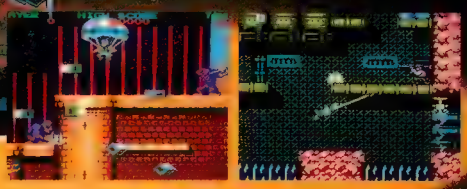
To the most daring soldiers, this might seem an impossible test, but they've never experienced the power of Bionic Commando!

Screen shots from the Nintendo Entertainment System



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Video games are hitting the big screens this holiday season in a big way. On November 15th, Universal Pictures is releasing a film called **"The Wizard."** The film stars Fred Savage, and tells of the adventures of two brothers at the National Video Game Championships. Games played in the movie include such top hits as Contra, Teenage Mutant Ninja Turtles, Double Dragon, and Super Mario Brothers. It's a holiday extravaganza for all video game fans. See our December issue for more on this fabulous flick.

And what a Fall its been... With the release of Sega's Genesis, NEC's TurboGrafx-16, Broderbund's U-Force, Mattel's Power Glove, Nintendo's GameBoy, Atari's Lynx Entertainment System, and more–it boggles the mind! Gaming is once again heading off in lots of new exciting directions. And it's still full speed ahead.

BRODERBUND tells us that the game development community is buzzing about **U-FORCE**. New game ideas are being developed around the device and developers are also taking another look at some older game ideas–games that weren't feasible with traditional controllers take on a whole new outlook with analog devices such as U-Force.

NEC is continuing to promote **TURBOGRAFX-16** far and wide! In addition to print, radio, and television advertising, they've hit the road to let gamers everywhere try out TurboGrafx. By the time you read this NEC's PlayTour Expos will be well underway. PlayTour is taking TurboGrafx to five cities nationwide for local contests (Los Angeles–Oct. 6-8; Trumbull, CT–Oct. 21-22; Chicago, IL–Oct. 27-31; Wayne, NJ–Nov. 11-12;Marlborough, MA– Nov. 18-19; and Atlanta, GA–Dec. 2-3). If there's a contest near you, check out your local papers and retailers to see how you can get in on this fab event. If you missed the PlayTour, don't worry. Look for Turbo-Vans at your local shopping center! They're heading across the states also (watch for ads in your local paper) giving people an on-the-spot chance to try out TurboGrafx!

Lots of game releases this holiday season are guaranteed to keep us all busy running to the shelves of our favorite retailer to see what's new. As if that's not enough, check out what's just around the corner! **ABSOLUTE** is hitting the stores with A Boy and His Blob, the first Nintendo title by David Crane, one of the top game designers of all time. Check out the December GamePro for an in-depth look at this long-awaited title. **ACCLAIM** has announced a worldwide licensing agreement with Carolco Pictures, Inc., for Total Recall, a futuristic epic adventure motion picture starring Arnold Schwarzenegger. The agreement includes the rights to create software for the NES, GameBoy, floppy disk, and hand-held formats. **ACTIVISION** has lots planned for the coming year, including an NES title based on the motion picture Die Hard. Count on some Activision titles for Sega's Genesis also. So far plans include Tongue of the Fatman and possibly a football title. **AMERICAN SAMMY** tells us they're working on their first in-house title. Called Arkista's Ring, this cart is an **RPG** aimed at younger kids. The main character is an Elf who journeys into a Ninja Dungeon, seeking to rescue a ring and save the land! **BANDAI** hints at an "outrageous" Frankenstein title in the works. It's got a hot story line and fabulous graphics to boot! They're also talking about the possibility of Monster Party II! And watch for Lode Runner for GameBoy. **BRODERBUND** is working on Dusty Diamond's All-Star Softball. It's a game softball fans will love–complete with slow and fast pitch, and some crazy, fun, field obstacles. **CAPCOM** will release the next two Disney titles, Rescue Rangers, and Adventures in the Magic Kingdom, during the first and second quarter of 1990. Look for **FCI's** first GameBoy title, Boxxle. It's an addicting mind game! **HAL America** tells us that Lolo II is in the works, and is a lot tougher and more complicated than Adventures of Lolo. They've also got Shanghai and Revenge of the Gator, a pinball game, coming for GameBoy. **KEMCO-SEIKA** has signed off on Rescue Rangers, so expect to see it for the **NES** sometime next year. **KONAMI** has some hot GameBoy titles in the works, including an all new Castlevania adventure and a motocross title (see Short Pro Shots). **TAITO AMERICA** has bought the rights to Indiana Jones: The Last Crusade from Lucasfilm! Look for it in the second half of 1990. It's looking like a first quarter release for SEGA's long awaited Ultima IV and Golden Axe.

And speaking of **SEGA...NEWS FLASH**..We hear that **TENGEN** is working on licensing some of Sega's hottest titles and plans to release them for the NES! Titles may include Shinobi, Fantasy Zone, Alien Syndrome, and After Burner.

AND BEFORE WE'RE COMPLETELY OUT OF BREATH, we just heard that Cinemaware, creator of such hot titles as Rescue Rangers and Three Stooges, has signed to do some games for NEC! Looks like NEC is backing up it's promise of dynamite third party support for TurboGrafx!

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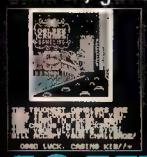

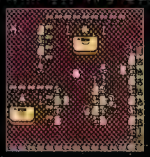

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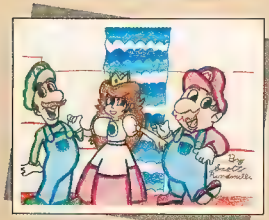
Left: Tracy Scott Hanson, Indianapolis, IN (age 22); Jacinto G. Ponco, Hayward, CA (age 22)

Winners of "THE HEROES"



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Top: Gregory M. Connell, Hamilton, MT (age 13)
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All entires must be postmarked by November 30, 1989. Don't forget to include your name, address and age so we can judge the entries fairly! Send your artwork to:

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TITLE	LIST PRICE	CLUB PRICE
☐ Airwolf ☐ Rambo, ☐ 1943 ☐ Knight Rider, ☐ WWF Wrestling, ☐ Wrestlemania Challenge, ☐ Wizards & Warriors	24 99	19.99
☐ A Nightmare on Elm Street, ☐ Friday the 13th, ☐ Marvels Xmen, ☐ T&C Surf Des, Miniuid Game Assort., ☐ Contra, ☐ Dble Dribl ☐ Gradius, ☐ Top Gun ☐ Skate or Die, ☐ TNMT	26.99	21 99
Balloon Fight, ☐ Climber, ☐ Donk. Kong Jr., ☐ Fire, ☐ Manhole, ☐ Marios Cem. Fact ☐ Octopus, ☐ Parachute, ☐ Snoopy Ten., ☐ Sup. Mario Bros., ☐ Trop. Fish	28.99	21 99
☐ Boxing, ☐ Black Jack, ☐ Bombsweeper, ☐ Don. Kong, ☐ Don. Kong II, ☐ Goldcliff ☐ Greenhouse, ☐ Life Boat, ☐ Mario Bros., ☐ Oil Panic, ☐ Safe Buster, ☐ Squish	36.99	32 99
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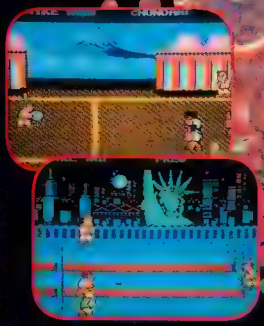

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NINTENDO

Game	Player	Score
1943	Joe Porter	2,292,900
Arkanoid	Mike Pirring	669,070
Bubble Bob[illegible]	Andy Lee	1,587,480
Castlevania	Challenge Sco[illegible]	850,000
Contra	[illegible]m Hernandez	[illegible],553,500
Donkey Kong [illegible]	Scott Lindsey	251,000
Donkey Kong [illegible]	Buzz Morgan	744,000
Double Drag[illegible]	Gus Adkins	172,100
Duck Hun[illegible]	Russell Bol[illegible]	[illegible]3,500
Gauntlet	Glen Gilmore	2,135
Goonies [illegible]	Jamie Bunke[illegible]	Finished
Gradius	Scott Lindsey	3,652,000
Gyruss	Challenge Sco[illegible]	3,000,000
Hogan's Alley	Ray Little	486,900
Indiana Jones	Kevin McLar[illegible]	9,999,999
Iron Tank	Ed Van-Tilbur[illegible]	1,180,900
Jackal	John Meara	957,130
Kid Icarus	Ray Venosdale	9,999,999
Kid Niki	David Cespedes	135,500
Legend of Kage	Roger Gullatte	706,650
Marble Madness	Kevin Dulin	118,440

Game	Player	Score
Mega Man II	James Gray	Finished
Mighty Bomb Jack	The Game Freak	13,008,920
Mike Tyson's Punch Out	Ben Hixon	Finished
Ninja Gaiden	Ricky Bailey	150,800
Operation W[illegible]	Andy Beall	505,050
Pinball	Frank Datwyl[illegible]	216,850
Pro Wrestl[illegible]	Rich Ires V.W.A. [illegible] F. Champ	2,724,000
Robo Warrio[illegible]	Frank Mar[illegible]	1,182,600
Rush n' Atta[illegible]	John Orr	150,000
Section Z	Challenge Sco[illegible]	29,999
Shooting Rang[illegible] Party Game	Ray Venosdale	
Sky Kid	Todd A.Bar[illegible]	367,500
Solomon's K[illegible]	Jason Heller	321,730
Spy Hunter	Jonathan Roth[illegible]	141,580
Star Force	Jonathon Henry	4,443,900
Star Soldier	Challenge Sco[illegible]	3,000,000
Stinger	A.J.F.	2,656,300
Strider	Scott Lindsey	Finished
Super Dodge [illegible]	Scott Lindsey	Wor[illegible] World Cup

nge Board

NINTENDO (cont.)

Game	Player	Score
Super Mario Bros.	Mark Corey	8,028,350
Super Mario Bros. 2	Tony Thatcher	Finished
	Ricky Klittich	Finished
	Russell Bolish	Finished
Super Pitfall	Jim Hernandez	2,115,000
Teenage Ninja Mutant Turtles	Floyd Hopfinger	601,600
Track & Field	Adam Albert	999,999
Trojan	Tyler Crawford	279,600
Wings	Conrad D. Cheslock	1,016,000
World Runner	Challenge Score	500,000
Xenophobe	Jason Siler	999,990
Zanac	Challenge Score	5,000,000
Zelda	Challenge Score	Finish w/ 50 games
Zelda II	Mike Gamp	2 games

SEGA

Game	Player	Score
Action Fighter	David Rapport	1,105,950
After Burner	Zak Druzba	6,422,600
Alex Kidd/ The Lost Stars	Shawn Pottorf	81,200
Alex Kidd/ Miracle World	Mark Sulowski	100,200
Altered Beast	Vince Bonnelli	231,000
Astro Warrior	Jason Raykovich	385,400
Black Belt	Cory McKee	1,440,900
Choplifter	Gary Harstad	2,565,300
Double Dragon	Chris Cabaleiro	160,150
Enduro Racer	Chris Camera	7'33"61
Fantasy Zone	A.J.F.	9,999,999
Hang On	Drew DeSplinter	1,793,990
Kung Fu Kid	Ted Moffitt	1,380,900
Maze Hunter	J.K. Cruz	195,800
Miracle Warriors	Adam Tabor	Finished
	Sam Mannaberg	Finished
Out Run	Ovidu Marina	38,693,460
Phantasy Star	Jeremy Johnson	Finished
	Kyle Ecase	Finished
	Sean Curry	Finished
	James Goens	Finished
	Ted Moffitt	Finished
	James Jerome	Finished
	Sean Bennett	Finished
	Scott Matthews	Finished
	Tim McGhee	Finished
	Wade Shelton	Finished
Power Strike	A.J.F.	4,476,980
Quartet	Marcus Janson	Finished
R-Type	Kyle Ecase	1,035,200
Rambo	Jonas Manalansan	1,337,150
Rambo III	Challenge Score	20,000
Rampage	Richard Ives	403,000
Rastan	Lucian Ceteras	360,890
Safari Hunt	Matt Slezak	1,321,400
Shinobi	Jason Sabbato	827,300
Space Harrier	Jim Hernandez	33,924,610
The Ninja	Zak Druzba	2,200,700
Thunderblade	Stuart Brown	1,420,000
Wonder Boy in Monster Land	Doug Jacobson	576,400
Zillion	Jeremy Childs	Finished
	Eric Beltman	Finished

ATARI

Game	Player	Score	Setting
Asteroids	Joe Knox	97,700	INT
Desert Falcon	John Whittington	180,777	STD
Food Fight	Steve Vineyard	11,919,800	INT
Galaga	Kyle Snyder	227,810	ADV
Joust	Justin Ballantyne	128,050	INT
PACMAN	A.J.F.	142,640	Banana
Popeye	Peter Boadry	116,910	
Xevious	Buzz Morgan	811,910	INT

Next Issue!

New ProViews

A look at some hot new titles–A Boy and His Blob, Shadowgate, Rolling Thunder, Dynamite Dux, Scramble Sports, Alien Crush, The Last Battle, ***AND MORE!***

ProClassic

Let's take another look at Zanac!

Overseas Prospects

From Japan–Ninja Warriors

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We Goofed!

On page 54 of the September/October issue we incorrectly identified a tactic as Lord of the Sword! The tactic is correct, but the game name is Miracle Warriors!!

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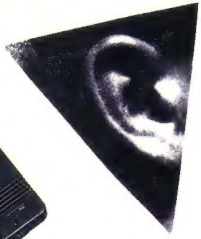

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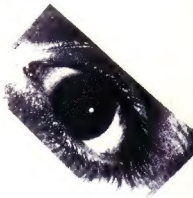

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